

# PlayStation®

Official Magazine - Australia

**FREE  
BLU-RAY!**

PLAY 24 PS3  
games now!

**GTAIV**

All-new features reveal  
its surprising evolution!

## THE BEST GAMES OF 2008



**EXCLUSIVE REVIEW!**  
**DEVIL MAY CRY 4**

Why it's the fastest, toughest and  
best-looking action game yet!



**FFXIII**

Exclusive info on  
the RPG of the year!

**105 NEW  
GAMES!**

- MGS4 • RESIDENT EVIL 5
- ROCK BAND • PROTOTYPE
- HAZE • UT3 • THE CLUB
- GT5 • GHOSTBUSTERS
- KILLZONE 2 & TONS MORE!

ISSUE 13 FEBRUARY 2008  
AUS \$14.95 NZ \$16.95 Inc GST



02

PRINT POST APPROVED PP255003/06871

DERWENT HOWARD



# CONFLICT

## DENIED OPS

WHILE HE'S  
COVERING  
THE ANGLES

“IT’S MIGHTILY IMPRESSIVE”

GAMES RADAR



RUTHLESS REAL WORLD ACTION RELENTLESS CO-OP TACTICS RECKLESS DESTRUCTION





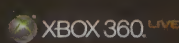
YOU'RE  
COVERING  
HIS BACK

DOWNLOAD THE DEMO NOW ON XBOX LIVE\* MARKETPLACE!

Lead two hardened CIA paramilitary operatives into intense missions set across South America, Africa and Siberia. Take control of your two-man squad or team up with a friend in the co-op campaign to pin down the enemy under crossfire.



WWW.CONFLICTDENIEDOPS.COM



PLAYSTATION 3



Moderate  
violence

Conflict: Denied Ops © Eidos Interactive Limited, 2008. Developed by Pivotal Games Limited. Published by Eidos Interactive Limited, 2008. Conflict, Denied Ops, Eidos, Eidos Interactive and the Eidos logo are trademarks of the Eidos Group of Companies. Pivotal Games and the Pivotal logo are trademarks of Pivotal Games Limited. All Rights Reserved. Microsoft, Windows, the Windows Vista Start button, Xbox, Xbox 360, Xbox LIVE, and the Xbox logo are trademarks of the Microsoft group of companies, and "Games for Windows" and the Windows Vista Start button logo are used under license from Microsoft. "PlayStation", "PLAYSTATION 3" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2008 Creative Technology Ltd. The Creative logo, Sound Blaster logo, X-Fi logo, EAX logo, EAX ADVANCED HD logo are registered trademarks of Creative Technology Ltd. In United States and/or other countries. All brands or product names listed are trademarks or registered trademarks and are property of their respective holders.

ATARI



"PS" and "PLAYSTATION" are registered trademarks of Sony Computer Entertainment Inc. "PS" is a registered trademark of Sony Corporation. "Blu-ray Disc" and "BD" are trademarks. All rights reserved.



thisisliving.com

*This is living*





ENTERTAINMENT LIKE  
YOU'VE NEVER SEEN BEFORE



New 40GB

\$ **699.<sup>95</sup>** RRP



**PLAYSTATION® 3**



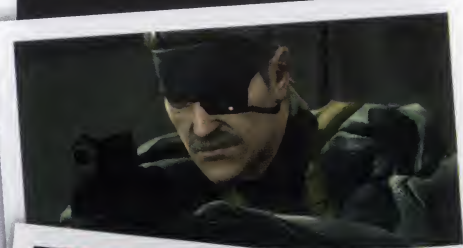
# CONTENTS



## COVER STORY

**25** Games of 2008  
Forget 2007, this is the year that will go down in history as the PS3's greatest. Find out why!

## NEWS



## 12 BUZZ

Activision and Vivendi's merger, the Codies V8 Supercars controversy, MGS4's insane sales demands and much, much more...

## REVIEW



### 58 Devil May Cry 4

Can Capcom reinvent the genre as it did with the fourth *Res Evil* or will this sequel leave you in tears?

## PREVIEW



### 26 Grand Theft Auto IV

It's the game at the top of everyone's most wanted list and we've got the inside juice on it! Enjoy.

## PREVIEW



### 28 Metal Gear Solid 4

That kooky cat Kojima sure creates incredible gameplay. Find out why *MGS4* will rock your world!

## FEATURE



### 46 PlayStation Crossword

Think you know your stuff? Take the latest *OPS* pop quiz and see just how good your gaming knowledge is.

## FEATURE



### 48 Brütal Legend

*Brütal Legend*'s Tim Schafer reveals how he created the game and what it's like working with Jack Black.

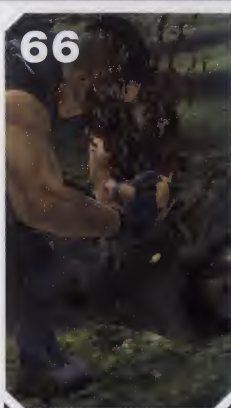


## This Month...



62

**The Club**  
Join the club!



66

**Turok**  
King of the jungle?



70

**NBA 08**  
Sony's slamdunk?



84

**COD4 Playguide**  
Find every laptop!

## PS3

### 25 PREVIEWS

- 26 Grand Theft Auto IV
- 28 Metal Gear Solid 4
- 29 Gran Turismo 5 Prologue
- 30 Rock Band
- 31 Final Fantasy XIII

### 57 REVIEWS

- 58 Devil May Cry 4
- 62 The Club
- 66 Turok
- 70 NBA 08
- 72 The Golden Compass
- 74 Dynasty Warriors: Gundam

## PS2

### 76 REVIEWS

- 76 Bee Movie Game
- 76 Dragon Ball Z: Budokai Tenkaichi 3
- 77 Hot Wheels Beat That!

## PSP

### 77 REVIEWS

- 77 Medal of Honor Heroes 2



## Preview

**31 Final Fantasy XIII**  
Square-Enix's futuristic RPG masterpiece is drawing closer and OPS has the latest scoop ready.



**18 WIN! WIN! WIN! WIN!**

Win Burnout Paradise AND a limited edition Burnout guitar. Plus copies of Turok!



## REGULARS

- |                     |                |
|---------------------|----------------|
| 008 Editor's letter | 057 Reviews    |
| 012 Buzz            | 078 Film       |
| 018 Competitions    | 082 Tech       |
| 020 Subs            | 094 Cheats     |
| 022 Letters         | 096 Database   |
| 052 Online          | 098 Next Issue |

**SUBSCRIBE!**  
**CALL 136 116** AND save 44% - more than \$79 OFF!



## EDITOR'S LETTER



**"[playing *GTAIV*] makes me giddier than a groupie being invited back stage"**

**M**e picking *Grand Theft Auto IV* as my most wanted game of 2008 is unlikely to come as a surprise to anyone. Hell, *GTAIV* looks so ridiculously amazing that it would have been everyone's pick except that reading "*GTAIV*... again" over and over wouldn't have been much fun for you guys, so I had to put my foot down... and hog the best for myself. Yep, it's a tough job.

Being a huge fan of the *GTA* games the realisation that the biggest step for the series since 2001's *GTAIII* is just a couple of short months away really is almost too good to be true. The fact that in a couple of weeks I'll be able to play the near final PS3 game for our exclusive preview next issue makes me giddier than a horny groupie being invited back stage.

While *GTAIV* may be casting its well-deserved monstrous shadow over this year's line-up there really is a boggling range of incredible games crammed into our Best Games of 2008 preview. Even to people like us, who see more games than bartenders pour beers, seeing all 105 of the most promising releases lined up really is a dizzying reminder of just how much fresh, unique and utterly compelling gameplay we'll be enjoying over the rest of the year.

**NARAYAN PATTISON, Editor**

*Narayan Pattison*

PS3 online: **The\_Duude**

## Most wanted games of 2008...

### LUKE REILLY

*Brütal Legend*, baby. I want a demon-slaying guitar and amps so big they blow womens' clothes off. I want enemy hordes to quiver at the sight of my G-string and chrome whammy bar, *without* the need to take my pants off.

Online: **Capt\_Flashheart**



### MARK SERRELS

"Anthony's chosen Snake..." Those words echoed in my lugs like a horrible nightmare where I'm being chased by a gigantic peeled potato on a tricycle. Terrifying. Well, I guess *LittleBigPlanet* will be cool... stupid Anthony.

Online: **Serrels**



### PHILLIP JORGE

Turok. Sure, an astronaut who fights dinosaurs might be the sort of plot you'd expect a five year-old to come up with but he's got a wicked-cool mohawk and a bigger hunting knife than Crocodile Dundee. Respect.

Online: **PhilLipO**



### ADAM MATHEW

LEGO mixed with *Star Wars* is cool. LEGO mixed with *Indy* is awesome. Soon I'll be hurling an SS soldier out of a blimp and growling "No ticket" to all the shit-scared LEGO folk. LEGO Nazis - I hate those guys.

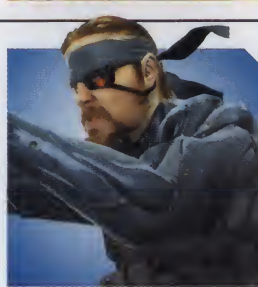
Online: **YourmumsAWESOME**



### ANTHONY O'CONNOR

Solid Snake, baby. All the way. Yes, there are other great games but something about the pragmatic future war setting combined with the acid-flashback-crazy bosses tickles me deep down in that special place.

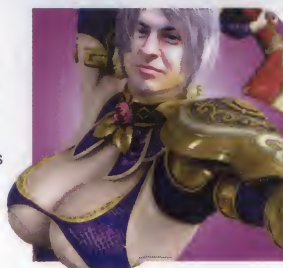
Online: **stoxxy242**



### JAMES ELLIS

I'm busting for *Soul Calibur IV* as much as the hos from its roster are busting out of their tops. Liquid gameplay and slutty character models are the best pairing since Sonny and Cher. I got you "babes"...

Online: **gtfaster49**



**PlayStation®**  
Official Magazine - Australia

### EDITORIAL & DESIGN

EDITOR: Narayan Pattison  
narayan@derwenthoward.com.au

DEPUTY EDITOR: Luke Reilly

STAFF WRITER: Mark Serrels

WRITERS: Anthony O'Connor,

Jessica Greene, James Ellis,

Toby McCasker, Jonti Davis,

Michael Butler, Adam Mathew,

Bobby Peters

CREATIVE DIRECTOR: Paul Cook

ART DIRECTOR: Phillip Jorge

### PUBLISHING & CIRCULATION

GROUP PUBLISHING DIRECTOR:

Karl Penn

ASSOCIATE PUBLISHER:

Ben Mansill

CIRCULATION ENQUIRIES:

(02) 8305 6900

SENIOR CIRC AND MARKETING:

Lenora Daniel

PRODUCTION MANAGER:

Graham Hood

### ADVERTISING

COMMERCIAL DIRECTOR:

Nick Cutler

COMMERCIAL MANAGER

GAMING: Alex Brereton

alex@derwenthoward.com.au

Phone :: (02) 8305 6909

ADVERTISING COORDINATOR:

Elissa Lawrence

### HOW TO CONTACT US:

TEL: (02) 8305 6900

FAX: (02) 8305 6999

EMAIL:

ops@derwenthoward.com.au

Derwent Howard Pty Ltd

P.O. Box 1037

Bondi Junction NSW 1355

WANT TO SUBSCRIBE?: 136 116  
(NZ RESIDENTS +61 2 9282 8000)

Fax (02) 9267 4363

www.ops2m.com.au/subs

Or at www.derwenthoward.com.au/subs

### MANAGEMENT

DIRECTORS:

Jim Flynn, Nathan Berkley

FINANCE DIRECTOR:

Gary Peroy

MANAGEMENT ACCOUNTANT:

Stuart Harle

Distributed by Network Services  
Company in Australia and Netlink in  
NZ. Printed by Webstar.

Software piracy should not be condoned.  
To report suspicious activity please e-mail  
piracy@scse.net or alternatively,  
dial (02) 8266 5111.

For PlayStation 3 technical support and  
registration queries, please call 1300 365  
911. The 'PS' logo and 'PlayStation' are  
trademarks of Sony Computer Entertainment  
Inc. © Copyright 2001 All rights reserved.  
Official PlayStation Magazine accepts no  
responsibility for loss or damage of unsolicited  
contributions.

© Derwent Howard Pty Ltd 2007. All rights  
reserved. No articles or images may be  
reproduced wholly or in part without prior  
written permission from the publisher.

**SHOUT OUTS:** Christmas holidays  
(which we're about to start - and,  
yes, we're time travellers) :: Me  
First & the Gimme Gimmes,  
Happy Birthday Trish - love you!



A disturbing image of a doll with a potato for a head, set against a background of repeating text "Happy to". The doll has a brown, textured body and a small, round, light-colored ring around its neck. The background is dark with the words "Happy to" repeated in a light, serif font.

Think about something else.

WWW.CONDEMNEDGAME.COM



**MONOLITH**

**SEGA®**  
www.sega-australia.com

CONDEMNED 2: BLOODSHOT software © 2007 Monolith Productions, Inc. Audio visual © 2007 Hall Digital Films. Published by Sega of America, Inc. under license from Monolith Productions, Inc. SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are registered trademarks of SEGA Corporation. MONOLITH and MONOLITH LOGO: TM & © Warner Bros. Entertainment Inc. "D", "PLAYSTATION", "PlayStation" and "PS3" are trademarks or registered trademarks of Sony Computer Entertainment Inc. "Blu-ray Disc" and "BD" are trademarks, Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.



# SCREENSHOT

OF THE MONTH



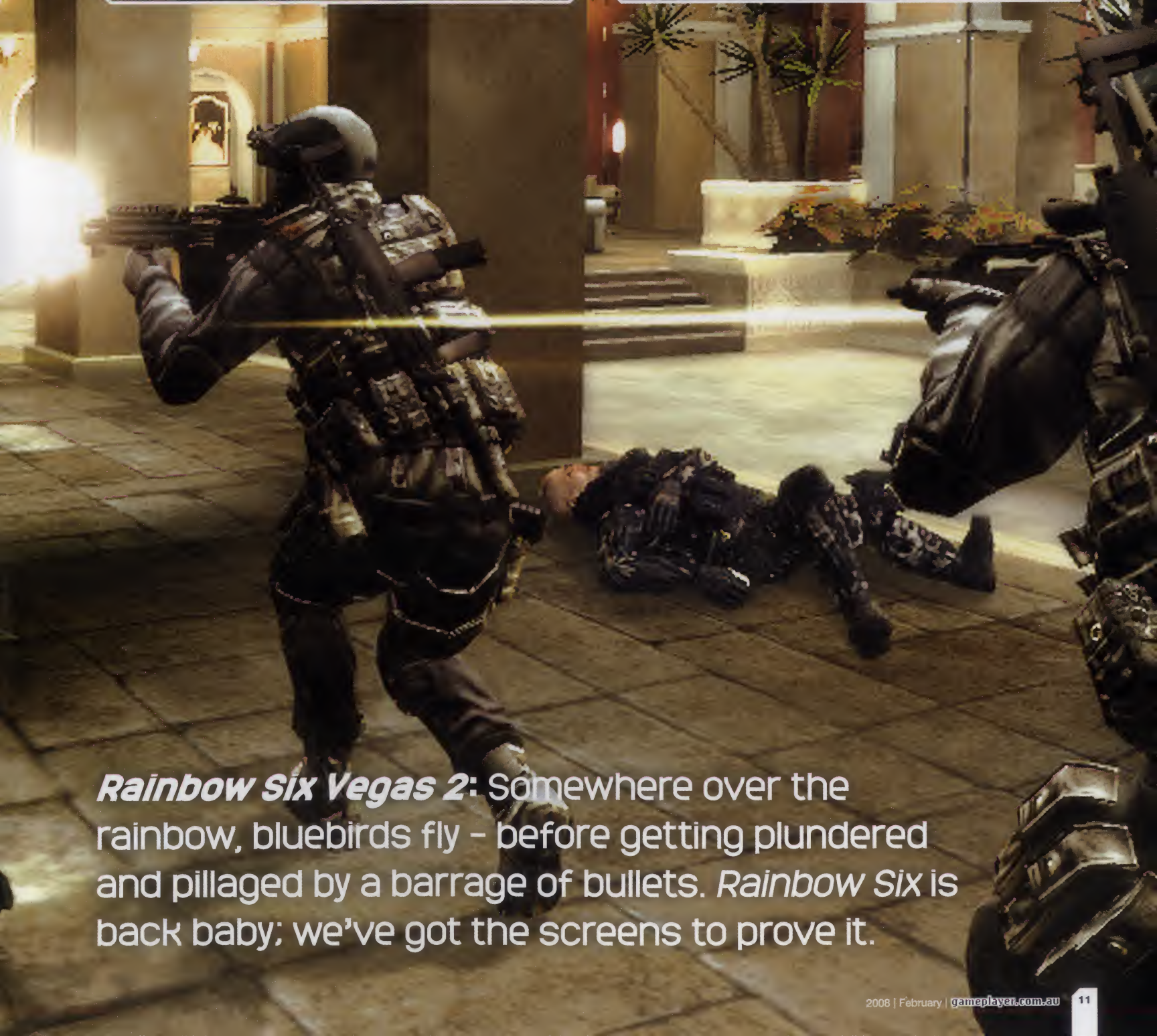




■ Tom Clancy: google him, he looks weird...



■ ... but not as weird as *this* must have looked to this guy before he got shot in the face



***Rainbow Six Vegas 2:*** Somewhere over the rainbow, bluebirds fly – before getting plundered and pillaged by a barrage of bullets. *Rainbow Six* is back baby; we've got the screens to prove it.



Gaming's latest and greatest...

# BUZZ

**Activision and Vivendi form Activision Blizzard, MGS4 must sell 1m first day, Call of Duty 5 announced, more details on Street Fighter IV, and much more...**

## WHEN OUR POWERS COMBINE...

**In a deal worth a reported US\$18.9 billion**, Activision and Vivendi have joined forces, forming Activision Blizzard in the process. The gargantuan deal makes this newly formed juggernaut the largest third party publisher in videogaming, surpassing even the mighty EA in cash value.

Contrary to what you might think, however, it was actually Vivendi, with the backing of media giant Universal that was the driving force behind the merger, scoring themselves the majority share in the company.

And why 'Activision Blizzard', as opposed to 'Vivision', 'Activendi' or something suitably catchy? Well, we don't really have a definitive answer for that one, but it could be something to do with the fact that Blizzard is the

creator of the insanely popular *World of Warcraft* and, hence, worth an absolute crapload of money.

According to Blizzard this new deal won't affect the games themselves directly (to the extent that Activision games will still be branded as 'Activision' and vice versa in stores) but apparently this "combining of resources will benefit all the companies involved".

This announcement raised the heckles of rival publisher EA, with a representative claiming that the company was "always at our best when we have a clearly defined competitor". According to EA, as a company they always treated "all other publishers as a large competitor".

So, in other words, it's on like Donkey Kong, bitches!



**VIVENDI  
UNIVERSAL**

**ACTIVISION®**

## But What Does it All Mean, Basil?

**Well, to be honest**, for gamers, this merger will really have little effect on the games themselves. From what we've heard thus far, it will be business as usual for the numerous studios owned by both Vivendi and Activision, such as PC giants Blizzard, Infinity Ward and Neversoft. But here are some possible ramifications of this huge new merger...



### Money Money Money...

All the development houses involved have been unanimous in their claim that nothing will change as a result of the merger; all studios will still act independently of the others, but none have denied the huge impact this deal will have on marketing budgets. This merger will hopefully help some of the lower profile games get a better chance at success. Activision Blizzard won't be short of a bob or two.



### WoW for Consoles?

Since Blizzard owns the renowned and insanely popular *World of Warcraft* franchise, it would make sense to bring this phenomenon to the PS3 and other home consoles – right? Wrong. In fact of all the developers acquired by this merger Blizzard seem the most vocal about retaining their independence – and they are a PC developer only, a fact they have become even more adamant about after the merger.



### Corporation Games

As the games industry becomes one of the most profitable forms of media around, is this merger a sign of things to come? Both the movie industry and the music industry have evolved/devolved into a small amount of labels/studios who own practically everything in their respective industry. With both EA and Activision Blizzard now vying for dominance, will more mergers like this become the norm in gaming?



■ Silhouettes: useful for soldiers, ugly people, and monsters



## ANNOUNCEMENT BLOWOUT!

As news of the Activision/Vivendi merger emerged, sending websites worldwide into a tailspin of speculation, a couple of solid info nuggets emerged that are sure to make fans worldwide giddy with glee. Or slightly carsick. We don't know.

In the crapstorm of 'news' that followed the merger, many gamers almost missed the fact that both *Call of Duty 5* and *Guitar Hero 4* have been announced as in development and are hopefully on schedule to be released for Christmas 2008!

Of course, at this early stage there are no screenshots or details on the games themselves, but it appears that Treyarch will be handling *CoD5*. With Infinity Ward presumably busy working on *CoD6*, Treyarch will again fill the gap in the cycle, not unlike its effort with *CoD3*. It seems likely the series will return to WWII for this chapter, but it's equally likely *CoD6* will visit a new era.

But wait folks... there's more. Activision has also announced that a new *Tony Hawk* is in the works, and an as yet untitled James Bond title. Oh, and Bizarre Creations, creator of the admittedly stellar *Project Gotham Racing* series, is currently working on a new racing franchise which we believe will almost certainly be making it to the PS3 this time round. Huzzahs all round.

## CODIES FORGETS ITS FANS?

*Race Driver* ditches V8 Supercars

**It's official** – *Race Driver GRID* (formerly known as *Race Driver One*) will not feature any V8 Supercar content. In fact, it won't feature Australia at all.

We were expecting *Race Driver GRID* to be the sequel to the incredible *V8 Supercars 3* (dubbed *TOCA Race Driver 3* in its native UK) but according to both Atari and Codemasters this is not the case – even though they share the same *Race Driver* moniker. *Race Driver GRID* will now feature new official championships and an expanded focus on street competition, but it seems these additions have come at the expense of the world-renowned V8 Supercars and Germany's prestigious DTM.

"We do still hold licenses for those championships, and we do still have ideas for what we want to do with them, but not as part of *GRID*," says Codemasters' motorsports community liaison Rich Tysoe.

"What those ideas are, I can't say, and nothing has been greenlit or confirmed at all, but we do know

that these are popular series, and no decision relating to them has been taken lightly."

It's certainly puzzling that the two biggest localised drawcards of *Race Driver* would be removed, and we're not buying Codies' explanation it is trying to reach out to US audiences (since when does taking stuff out make games more appealing?), but it likely means a standalone V8 Supercars and/or DTM game is on the cards. Call us cynical, but, as stated, Codies knows these are probably the series' two biggest bullet-points for many gamers, and should sell on their own merits – meaning you may need to buy two Codies racing games to get all of what V83 offered.



■ Ignore this screenshot, look below at that angry kid. HI-larious!



## QUOTES OF THE MONTH

Michael Bay vs. Microsoft edition...

**"Blu-ray suits my films better..."**

Ooh... burn. Michael Bay fires off some shots HD-DVDs way after getting rightfully pissed off that his latest 'opus' *Transformers* was released as a HD-DVD exclusive. Go get em' Mikey!

**"Microsoft wants both formats to fail so they can be heroes and make the world move to digital downloads. That is the dirty secret no one is talking about."**

Daaaaamn... now you're getting down and dirty. Mr. Bay now takes the fight directly to Microsoft, claiming it's at the centre of a world wide conspiracy to extend the format wars, confusing consumers in order to promote its own downloadable content.

**"Microsoft is handing out US\$100 million cheques to studios just to embrace HD-DVD and not the leading, and superior, Blu-ray. They want confusion"**

Remind us not to hit on this guy's daughter anytime soon. Man... Bay just does NOT hold back. At least he's on the side of Sony and Blu-ray though. We definitely want this guy in our corner...

### WHAT'S HOT AND WHAT'S NOT...

#### Burnout Demo

Best demo ever?  
Burn baby burn...

#### DivX Playback

Finally! You're here!  
Now start downloading!

#### The Club

Decreasing productivity  
since January 2008...

#### Big Mergers!

Shock! Horror! But what  
does it all mean?!

#### Warhawk DLC

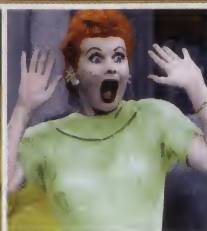
Why wasn't it in the  
game? Still kinda cool...

#### Flower

A game about a flower.  
That's a great idea...

#### Gamespot firing

Stay strong – Kane &  
Lynch was average...



HOT!

NOT!



# INFO NUDGE

Prodding you in the ribs with all the latest newsbites...

## TRY TO CRY

So first things first, Capcom has announced that it will be uploading a *Devil May Cry 4* demo to the PlayStation Store at some point. It won't say exactly when. We also don't have too many details regarding what the demo itself will entail, other than it will feature new protagonist Nero and finish up with the insane boss battle against Berial. We've played through this part: trust us, you're in for a treat with this one.

## FLOWER POWER

Anyone download that 'kooky' game *f!Ow*? We did, and believe you me, it was thoroughly 'kooky'. Our love for this game is the only reason we're even mentioning its latest work in progress, *Flower*.

We mean, come on, it's a game about flowers! Actually, it would be worth keeping an eye on this one, it apparently focuses on the "possible emotional impacts of the feeling of growing a flower. Sounds... 'kooky'."

## DOWNLOAD THIS!

We love *Warhawk* – you should too. And if possible, you may just find your sweet love blossoming further for Incognito's multiplayer masterclass with the release of *Operation: Omega Dawn*. Despite sounding like a straight to video Van Damme release, *Omega Dawn* is actually fresh new downloadable content for *Warhawk*. The crux of the package is an all new vehicle, the KT-424 Dropship, six new map layouts, an all new map called the 'Omega Factory', and a new night time setting.

# ONE MILLION COPIES!

We don't necessarily know if this is good news or bad news, but *Metal Gear Solid* assistant producer Ryan Paton recently caused a bit of a stir by claiming that, due to the huge amount of resources thrown at the upcoming *MGS4*, the game would have to sell one million copies on its first day of release just to be deemed financially successful for Konami. A tall order indeed...

But can it be done? Well, let's look at some history shall we? First off, whilst *MGS* titles have generally sold well on PlayStation, they've never hit the grand heights of *Gran Turismo* or *Grand Theft Auto*. The first game on the original PlayStation shipped six million worldwide, while the hugely anticipated sequel sold over seven million.

Whilst *Metal Gear Solid 3* sold a little less than both these titles, the hype for *Guns of the Patriots* has quite possibly eclipsed all previous *MGS* titles combined.

Okay, now let's do some maths...

At the moment the PS3 install base is sitting at about seven million, but after the price drop and the increasing demand for HD gaming and the PlayStation 3 in general, we feel it's not unlikely that the PS3 will hit roughly 10 million sales by the time *Metal Gear Solid 4* is released. If we also take into account the amount of gamers that are holding out on purchasing a PS3 until this must own exclusive is released, then there is a possibility that this wild expectation may become a reality.

We believe, however, that 750,000 is a more reasonable estimate, but if PS3 owners hammer up the pre-orders it could be pushed up further. Time will tell...



■ "Sweatband, check. Eye patch, check. Moustache, check. I'm bringing back the '80s and no one can stop me!"

## WAR GAMES

Old people, and more specifically old people who fought in wars and stuff, or are in a position of power where might and brawn are prized over and above cerebral skills, tend to whitewash videogamers with the tag of 'wimpy little cry babies who wouldn't last a solitary second in a real war situation'. Ooooh feel the burn...

But in a nice change from those geriatric bastards cussing us out with their endlessly boring 'in my day' tales from the crypt, UK General, Sir Richard Dannat, has gone against the grain by stating on record that gamers, make amazing soldiers.

In a tribute to 'our boys' overseas in various conflicts worldwide, Dannat claimed that the "PlayStation generation" have performed brilliantly and that their "courage and bravery has been exemplary". Must be all those hours racked up shooting terrorists online, eh? Too bad there aren't any respawns in real life...



■ "Tally ho, old chap, what ho old bean. Hey old spice, etc..."

## 'SPECIAL'

It seems that just about every game released these days comes fully equipped with an overpriced 'special edition' tailored specifically for the fans/mugs who love to splash the cash.

Rockstar has recently announced such a 'special edition' for the release of *Grand Theft Auto IV*, and to be totally fair, if any videogame was worthy of a special edition, it would be



the one and only GTA.

In addition to the game, the special edition contains an art book, a soundtrack CD with some exclusive tracks, and a duffel bag – oh and the special edition itself is actually



a lockable box. Keys, as you might expect, come with the package.

As special editions go, this one actually seems pretty worthwhile, and actually provides decent value for money at \$149.95.

## BIRD'S EYE VIEW

To be honest, I can't remember much about the party I was invited to on New Year's Eve. There are few things that spring to mind, but it's hazy. I

do remember I spent at least two hours talking about the fundamental differences between the words practise and practice with what I think was a giant pig riding a melon. That's about it.

Aside, of course, from my New Year's resolution, which I had decided on beforehand. You see, I have a problem. I start a lot of

games. I finish very few. Something needs to be done about this. The pile is out of control.

Am I alone? Do you too have a dusty stack of unloved games you never bothered to see through until the end? It's hard to go back, isn't it? I'll let you know how it goes.

Jessica Greene, Games Writer



THE GODS WILL HAVE A WARRIOR

MANKIND WILL HAVE A HERO

HE WILL HAVE HIS REVENGE

# VIKING

BATTLE FOR ASGARD



A merciless army of undead soldiers sweeps through the realm of men. Every village is burned. Every person enslaved, or murdered. And when they're finished with your world, the realm of gods will also fall.

You are Skarin, a vengeful Viking warrior and all of creation's last hope. Now, to turn the tide of war, you must strive to raise your own army and drench the battlefields with the blood of your enemies.



PLAYSTATION 3

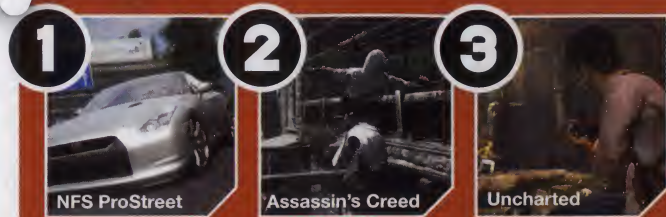


Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. © SEGA, SEGA, the SEGA logo and Viking: Battle for Asgard are registered trademarks or trademarks of SEGA Corporation. The Creative Assembly is a trademark of The Creative Assembly Limited. All rights reserved. Developed by The Creative Assembly Limited. Published by SEGA.





# TOP 10 GAMES CHART



Rank	Title	Category	Distributor
4	Call of Duty 4: Modern Combat	FPS	Activision
5	SingStar	Party	Sony
6	Kane & Lynch: Dead Men	Action	Atari
7	Guitar Hero III	Rhythm	Activision
8	The Simpsons Game	Action	EA
9	Ratchet & Clank Future	Action	Sony
10	WWE SmackDown vs. Raw 2008	Fighting	THQ

## RELEASE SCHEDULE



Format	Title	Category	Distributor
--------	-------	----------	-------------

### EARLY 2008

PS3	Haze	FPS	Ubisoft
PS3	Burnout Paradise	Racing	EA
PSP	Pro Evolution Soccer 2008	Sports	Atari
PSP	FlatOut: Head On	Racing	Activision
PS3	Unreal Tournament 3	FPS	Red Ant
PSP	N+	Puzzle	Atari
PS3	Turning Point: Fall of Liberty	Action	Atari
PSP	Downstream Panic	Puzzle	Atari
PSP	Metal Gear Solid: Graphic Novel	Manga	Atari
PS3	Turok	FPS	Fantastic
PS3	Frontlines: Fuel of War	FPS	THQ
PS3	Gran Turismo 5 Prologue	Driving	Sony
PS3	Grand Theft Auto IV	Adventure	Rockstar
PS3	Metal Gear Solid 4: Guns of the Patriots	Action	Atari
PS3	Devil May Cry 4	Action	Activision
PS3	Enemy Territories: Quake Wars	FPS	Activision
PS3	Star Wars: The Force Unleashed	Action	Activision
PS3	Tom Clancy's EndWar	RTS	Ubisoft
PS3	Brothers in Arms Hell's Highway	FPS	Ubisoft
PS3	The Club	Action	Sega
PS3	Condemned 2: Bloodshot	FPS	Sega
PS3	Viking: Battle for Asgard	Adventure	Sega
PS3	Army of Two	Action	EA
PS2	Godzilla: Unleashed	Fighting	Atari
PS3	NFL Street 4	Sports	EA
PS3	MX vs. ATV Untamed	Driving	THQ
PS3	Conflict: Denied Ops	Action	Atari

## TOP TEN: THINGS WE WANT IN GTAIV



### 1 Vertical Space

It'd be criminal if you couldn't take advantage of NY's towering cityscape to abseil down the outside of a skyscraper before shooting through the window and crashing in or sniping from the rooftop of a building across the street from your target.



### 2 Scuba diving

Solid Snake's done it. Sam Fischer's done it. Hell, even that dude in *Just Cause* has done it. So if Niko can't scuba dive we'll be pissed off.

### 3 Super smart AI

Tired of stupid AI? So are we. We want characters with so much depth we could follow our targets around the city, between their home, work and favourite nightspots, then choose the best time to strike. And if we rob a convenience store we expect the manager to remember us next time we go back and instantly either call the cops or pull a gun on us.



### 4 Grand Theft Acrobatics

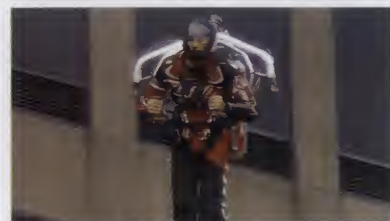
Stealing parked cars? Yawn. Been there, done that. *Pursuit Force* has shown us how much fun it can be to leap from a motorcycle onto the bonnet of a car, then kick the driver out and speed off. Make it happen, Rockstar. Please.

### 5 Climbing and free running

Okay... even Rockstar would struggle to incorporate all of *Assassin's Creed's* insanely cool climbing and free running antics into *GTAIV* but considering *San Andreas* let you climb fences and specific parts of buildings



AND early *GTAIV* demos showed Niko climbing a telegraph pole, at least some level of *Spider-Man* antics are a certainty.



### 6 Jetpacks

Rockstar's decision to scrap planes because 'people don't fly a plane from one side of the city to the other' makes it highly unlikely jetpacks will be included, but damn it, we still want them!

### 7 Destructible everything

Thanks to Dan Houser's comment about the cool ways the team was experimenting with throwing bodies off buildings we're confident that scene of the body landing on the crumpling car in the recent trailer will be something you can do in-game. We've also still got our fingers crossed for at least some level of destructible buildings.

### 8 Counter-operative play

Given that Rockstar has ruled out co-operative play through the campaign, a counter-operative mode is highly unlikely. Having a buddy being able to work against you as an enemy in the game's main missions would be incredible though.

### 9 Remote control missiles

*Warhawk's* best weapon + *GTA's* chaotic open-world template = guaranteed fun.



### 10 Superheroes

Side missions where you have a secret identity as a hero who can fly and toss cars around would never get old. What about a downloadable 'Superhero Pack'?

## WINNERS

From the comps in *OPS* #11

**Simpsons:** K Gabel (major winner), J Gover, T Sherlock, K Gillespie, J Chant, M Lyons, A MacPherson, M Dewett, D Martin, L Wightman, H Matthys, K Woon, L Yang, P Roberts, A Adam, O Murray. **Pro Evo:** D Brown (major winner), A Radford, L McKenna, K Skinner-Bell, L Catania.







■ "ARGH! RYU! MY EYES! You have a TEAR in your pants... I so did not need to see that!"

## FIGHT! FIGHT FIGHT!

*Street Fighter IV* screenshots revealed...

**As of print** time, these are the first and only released screenshots of the upcoming *Street Fighter IV*. Considering that it's been a decade since *Street Fighter III* was released, and it's one of the most successful franchises in gaming history, rest assured it's a pretty big deal.

Here's what little we know at this early juncture: despite the fact that the screenshot looks overwhelmingly 3D, the gameplay remains true to the series' two dimensional roots. Ryu and Ken return (obviously) along with

Dhalsim and Chun-Li, as does the traditional six button control system.

But what's new? Well, according to Capcom, there are whole new sets of moves for each character, and new locations. As for the rest of the characters, well it's purely speculation, but we'd expect a whole lot of familiar faces, as well as some new characters to add to the *Street Fighter* legacy.

It looks like Capcom is navigating the balance between old and new quite expertly – stay tuned to this space for more up to date info.



■ "Totally sweet flex dude. Let's go back to the gym so I can pump you... Err... I mean iron, pump iron"

**"WHOA BABY!"**

**PETE DINKLE**

**STARRING**  
**CLIVE OWEN**  
*SIN CITY, CHILDREN OF MEN*

**PAUL GIAMATTI**  
*THE ILLUSIONIST, LADY IN THE WATER*

**MONICA BELLUCCI**  
*THE MATRIX FILMS*

**SHOOT 'EM UP**

**"A TRIGGER-HAPPY, FULL-FRONTAL ASSAULT"**  
—PETE BLOODING, *BLASPHEMY*

**R 18+** High level violence  
RESTRICTED

**RENT OR BUY IT NOW**  
**ONLY ON DVD**





Your chance to WIN it all...

# COMPS

## HOW TO ENTER

Send entries to [ops@derwenthoward.com.au](mailto:ops@derwenthoward.com.au) with the name of the competition in the subject line, or post them to OPS Magazine, PO Box 1037, Bondi Junction, NSW 1355 with the name of the competition CLEARLY MARKED on the envelope. Alternatively head to [www.gameplayer.com.au](http://www.gameplayer.com.au) for details. Include the name of the competition, your name, age, email address, contact number, and more importantly, your full address and postcode! All competitions close on February 26. All competitions are open to residents of Australia and New Zealand.

## BURNIN' RUBBER

In the midst of the holiday season carnage, it's been easy to forget that the first truly next gen iteration of the *Burnout* franchise is heading to our shores with the nitrous spilling out the exhaust and the pedal well and truly pushed to the floor.

In other words, *Burnout Paradise* will be available for purchase soon, and we bloody well can't wait. Running at an impressive 60 frames per second in both offline and online play, this is the smoothest racing experience on consoles thus far.

Completely rebuilt from the ground up, *Burnout Paradise* is set in an open world where the hardcore explosions of yesteryear are but a click away. You can choose where and when to cause the pile up of the century, adding a non-linear freedom to the proceedings that was lacking from previous *Burnouts*.

As always, this is the competition page after all, we have some copies

of the game to giveaway: ten to be precise. But, get this – one lucky reader will receive, in addition to a copy of the awesome *Burnout Paradise*, a flamin', explosive *Burnout* guitar for your own personal rockin' entertainment. If you're a master of the G-string, or always had the inclination, this is as good a chance as any to get started with your strumming career.

All you have to do is answer one simple question, send it to us marked 'Burnout Giveaway', and kindly follow the instructions on this very page. What are you waiting for?

**Question: Which of these female superstars is not in the midst of a serious case of burnout?**

- A Britney Spears
- B Lindsey Lohan
- C Scarlett Johansson
- D Paris Hilton



**WIN!**

■ "I wanna go fast..."



■ A car with teeth. You don't see that every day. Unless... you play Burnout every day





# RAW IS WAR!

**WWE Raw** has been a solid component of your standard wrestling fan's staple diet ever since its conception all the way back in January 1993.

"1993?" you say. "Why, that would mean that come this year *WWE Raw* will be celebrating its 15th anniversary!" Ah, funny you should say that old bean, because this is the very topic of this competition. Imagine all the crazy shenanigans that have gone on in 15 years of televised WWE wrestling, imagine packing that into a DVD boxset. Said boxset would be awesome. Correct?

Of course it would be awesome, and that's why we're giving away eight copies of this DVD, and eight copies of the Raw CD. All you have to do to win this spectacular package is answer this simple question, sending the answer to us marked 'RAW Giveaway', following the instructions on page 18.

**Question: What is WWE Raw's signature catchphrase?**

- A Raw is War
- B Raw is More
- C Raw is PWHOOAAAR...



# CRANK IT UP A GEAR

**Top Gear** is a Pom institution nowadays, moving beyond its initial revhead audience into the mainstream. It's continued success is undoubtedly due to the dry charm of Clarkson and Co., who could pretty much make anything entertaining if they were forced to. Thankfully, however, their subject of choice is not calligraphy or embroidery – it's really fast cars. Which is great.

Well we have a *Top Gear* package up for grabs that is simply 'top' (sorry). We have seven rad packs including a copy of *Richard Hammond's Top Gear Interactive Challenge*, *The Jeremy Clarkson Collection* (featuring the best of *Extreme Machines*, *Motorworld* and *Speed*) and a

super-rare "I Am The Stig" T-shirt to top it off. How's that sound? Splendid!

Send your answer to the following question marked 'Top Gear Giveaway' following the instructions on page 18.

**Question: Some say that his voice can only be heard by cats and that he is banned from the city of Chichester. All we know is, The Stig has only crashed once during a power lap. What was he in?**

- A Leyland P76
- B Holden Camira
- C Datsun 120Y
- D the 601kW Koenigsegg CCX

# LET'S 'ROK'

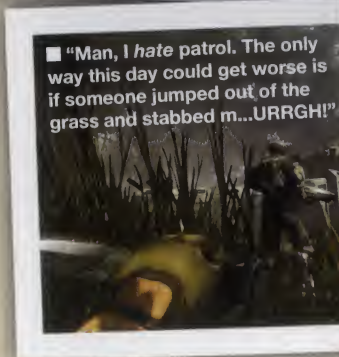
**65 Million years** ago, for some unknown reason, dinosaurs died out. It could have been the result of a meteorite, or intense climate change – but our money is on a muscly little bugger by the name of Turok. This dude is so ruthless that we firmly believe he could have legitimately killed every dinosaur on the planet instantly, armed only with a rusty knife, a loincloth and a grimace. That's all he needs.

So, anyway... the latest *Turok* game is finally upon us and dinosaur hunting is once again a pastime to be treasured as opposed to endured, with meat fountains a-sprinkling and internal organs basically just exploding all over the place. We love it when that happens.

*Turok* is a welcome reinvention of a much loved franchise that is sure to simultaneously delight fans of the originals and welcome newbies into the fold in equal measure. We have ten copies of this bloody splatterpiece to giveaway, and as usual it's up to you to answer one question, send it to us marked 'Turok Giveaway', following the instructions on page 18. Here comes the question in question:

**Question: Which of these dinosaurs actually existed?**

- A Stegosaurus
- B Doyouthinkhesaurus
- C Awesomesaurus





# SUBSCRIBE AND SAVE \$79.45!

**HUGE  
SAVINGS!  
\$\$\$**

## WHY SUBSCRIBE? 5 EASY REASONS!

1. ONE YEAR / 12 ISSUES – ONLY \$99.95
2. BE THE FIRST WITH THE LATEST  
NEWS AND REVIEWS!
3. FREE HOME DELIVERY  
NO MORE LINING UP IN SHOPS!
4. NEVER MISS AN ISSUE – BUILD  
THE ULTIMATE OPS COLLECTION!
5. SAVE A HUGE 44% OFF  
THE COVER PRICE!

SUBSCRIBE AND HAVE **OFFICIAL PLAYSTATION MAGAZINE**  
DELIVERED TO YOUR DOOR FOR **LESS!**



# 12 ISSUES FOR \$99.95



## 4 WAYS TO SUBSCRIBE

- Go to our website:  
**www.ops2m.com.au/subs**
- Call our order hotline (local call):  
**136 116**  
(+61 2 9282 8000 FOR NZ RESIDENTS)  
(Lines are open 8am-5:30pm Mon-Sat)  
And quote M802OPS
- Fill in the form & FREEPOST to:  
**Official PlayStation Magazine Subscriptions**  
Reply Paid 4967, Sydney, NSW 2001
- Fax to: (02) 9267 4363

PlayStation®  
Official Magazine - Australia

# SUBSCRIPTION ORDER FORM



I would like to subscribe to Official Australian PlayStation Magazine starting with the next available issue.

### 1. YOUR DETAILS

TITLE ☐ MR ☐ MRS ☐ MS ☐ MISS

Name \_\_\_\_\_

Address \_\_\_\_\_

State \_\_\_\_\_ Postcode \_\_\_\_\_

Email Address \_\_\_\_\_

Tel no. (inc. area code) \_\_\_\_\_

☐ Tick if you do not wish to receive information about special promotions from Derwent Howard and carefully selected partners.

### 2. PLEASE TICK ONE BOX

#### AUSTRALIA

☐ \$99.95 for 12 issues SAVE \$79.45 OFF COVER PRICE

#### NEW ZEALAND

☐ AUD \$117.95 for 12 issues SAVE \$61.45 OFF COVER PRICE

#### INTERNATIONAL

☐ AUD \$159.95 for 12 issues SAVE \$19.45 OFF COVER PRICE

### 3. METHOD OF PAYMENT

☐ Cheque/Money Order (Aust only) make payable to Derwent Howard Pty Ltd.

(AUD\$ drawn on an Australian bank account)

☐ Mastercard ☐ Visa ☐ Bankcard

Card No

□□□□ □□□□ □□□□ □□□□

Expiry date □□/□□

Card Holder Name (PLEASE PRINT) \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

ORDER CODE:

**M802OPS**

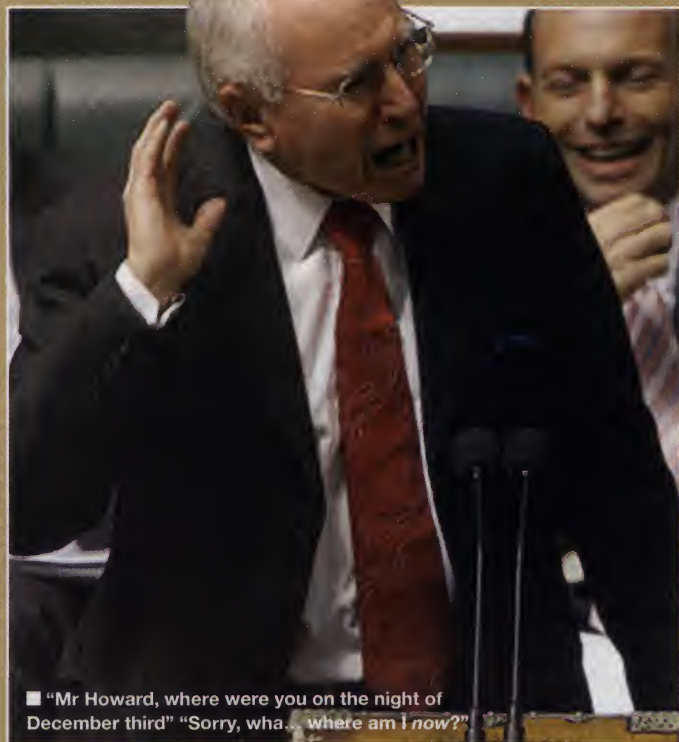
DERWENT  HOWARD

\*OFFER ENDS: 19/02/08



Have your say and win big!

# LETTERS



■ "Mr Howard, where were you on the night of December third" "Sorry, wh... where am I now?"

## LETTER OF THE MONTH

# QUESTION TIME

**H**ey OPS, first off love the mag. I'm currently saving up for a PS3 and was utterly gutted at the news there will be no backwards compatibility for the 40GB model, and only two USB ports. Anyway, I have a few questions I hope you can answer. First – will the lack of backwards compatibility affect any of the PlayStation Network downloadable games like *Tekken 5*? Second – you mention a few issues back that the PS3 games are region free, if I bought a US version of *Stranglehold* would I have any problems with the *Hard Boiled* movie included? Third – if I bought a Japanese DualShock 3 would it work with all the supported titles you listed in issue 10 before the controller is released in the rest of the world, or

are the updates to enable rumble for games being held back?

**Scott Stannard**

*Scott, you asked some pretty good questions, and here are some pretty good answers. The PS3's lack of backwards compatibility won't affect any of the PSN downloadable games, including Tekken 5 or anything else for that matter. Secondly, the US version of Stranglehold is region coded, as is Hard Boiled since it's actually not a proper Blu-ray. Thirdly, as far as we're aware the Japanese DualShock will work on your PS3, and if you have downloaded firmware 2.00 or higher, all the games compatible with the new controller should 'rumble young man rumble'.*



# WINNER!

Letter of the month wins a copy of *Devil May Cry 4*. Kill demons! Watch jiggly boobies!



■ This is what a diet of potatoes and whisky can do to a young child...

## I'M THE LEPRECHAUN!

I believe that to make a good gaming magazine. You have to feature reviews that are detailed, yet never boring. I also believe that you have to show images of the game that people want to see, for example: blood and guts flying everywhere, gut busting graphics and pantie pooing images with some great captions chucked in. Add in loads of extras and you've got a killer magazine, and as it happens I've got one right in my local newsagency. It be thy *Official PlayStation Magazine*. The images from the reviews make me drool all over my quilt, which in fact took my Mum about a month to make (I got a load of the wooden spoon after that). Anyway, what I'm saying is this is a damn good quality magazine and I would buy it any day. Even though I am younger than all of you guys (I'm only eleven) I'm still just as passionate about my gaming.

**Seamus Townsend, via email**

*Hey Seamus, we love your name. It makes you sound like a belligerent leprechaun. We printed this letter partly because we love it when people say how awesome we are (and trust us, we're awesome...), but also to let you know that we've got our eye on you (um, rewind, that sounded a little weird). For an eleven year old, you're a pretty damn good writer, why don't you give us a call in, say, seven years?*

## DELAYS GOOD? PART 1

Okay, so living in Australia. I, like everyone else in this country who hangs on the edge of their seat for local game releases, get pissed off when we have to wait weeks and even months for games that have already been released in the US (a good example of this is *Super Paper Mario*, not that I own a Wii or anything...). But I've come to realise there is a

very definite benefit to this annoyance. Problems found in those US games are usually fixed by the time they reach us here. I've been hanging for *Rock Band* ever since it was announced, but man I'm glad that I didn't pick it up in America, as there were apparently hardware problems with the packed guitar. By the time the game gets to Australia next year this is sure to be fixed. Aussie Aussie!

**Aaron Slight, NSW**

*Aaron, we're sensing you're a 'glass is half full' kinda guy, and we like it. Like you, the only thing that really 'grinds our gears' is when a game that has been released in the US takes months to reach our shores. Delays like GTAIV are more about the developers wanting to add polish, and even Rock Band's delay is due to the fact that EA can't produce the instruments fast enough to meet demand. These are acceptable delays in our opinion. Nintendo's policy of delaying games for literally months with no decent reason for doing so is pretty lame. Be thankful you own a PS3 instead.*



# CUTTINGS

Delicious bite-sized letter morsels that are easy to swallow and won't ruin your dinner. They're like Milky Ways you can read...



# MARK CHEWS THE FAT WITH TUROK

**Mark:** CRIKEY! I'm here with Turok, the craziest man on television. This guy has wrestled with deadly snakes, crocodiles, spiders, and all manner of wild animals.

**Turok:** Um, I think you may have me mistaken with...

**Mark:** So tell me Turok, old buddy, how's your lovely daughter Bindi doing these days?

**Turok:** Well, actually, I don't have a daughter...

**Mark:** She seems to have been pushed into the spotlight as of late. How is she handling the pressure? Brilliantly I'd expect?

**Turok:** Sorry, I really have no idea what the hell you're talking about.

**Mark:** What am I talking about? What do you mean? You're Turok, the Crocodile Hunter, the world famous man of nature, who has braved death on thousands of occasions.

**Turok:** That's *Steve Irwin* you idiot, and he's frickin' dead! I'm Turok, the Dinosaur Hunter.

**Mark:** Um sorry, you hunt *what* know?

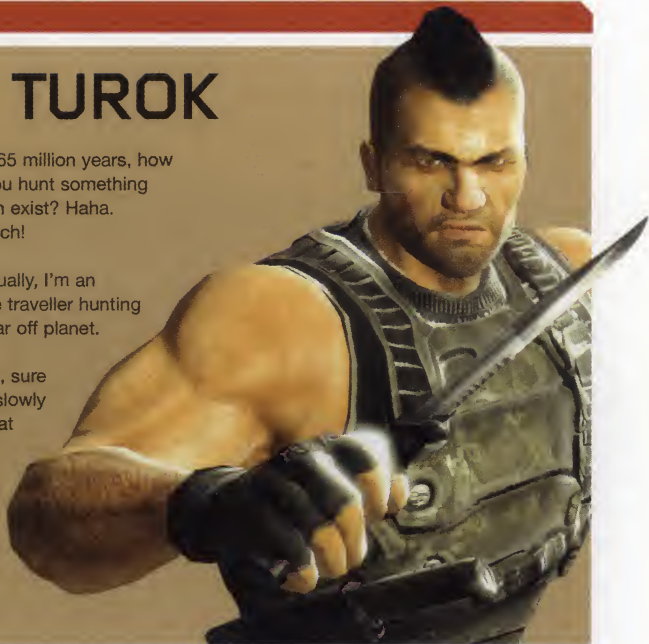
**Turok:** Dinosaurs, I hunt dinosaurs...

**Mark:** Whoa, whoa, whoa, WHOA! Hold the bus a minute. Dinosaurs? Now who's the idiot? Dinosaurs have

been extinct for 65 million years, how in the hell can you hunt something that doesn't even exist? Haha. Checkmate... bitch!

**Turok:** Well, actually, I'm an interstellar space traveller hunting dinosaurs on a far off planet.

**Mark:** Um, yeah, sure you are! (Backs slowly out of room) Great job there 'Turok'. (Continues to move backwards.) Keep hunting those 'dinosaurs' big fella. (Runs)



■ Sadly, the ice cream truck Padmé tried to wave down was merely a mirage...

## CROSS TO BEAR

I have been reading the mag for quite some time now and I love it. I have even been following Naz and his writing skills since 1997 – your jokes never get old. Got a few things to get off my chest, in the demo of *Gran Turismo*, dunno how close you guys have looked, but it's an absolute sausage fest, how about some grid girls or some chicks donning a camera. Oh, also my missus now plays the PS3 thanks to the *LEGO Star Wars: The Complete Saga*. Now waiting on the *Indiana Jones* one. P.S. your article helped with my missus and videogames – can't get her off the damned thing to play *COD4*!

**Reecey, via email**

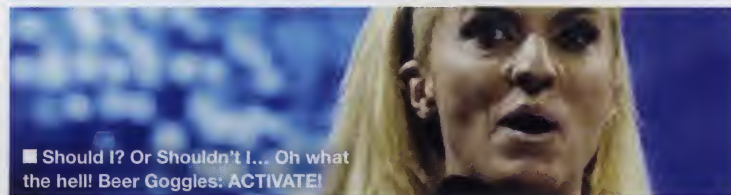
*I'll be honest Reecey, we didn't really want to put this letter in the mag, but as soon as Naz spotted your fawning praise over his writing 'skillz' he threatened to firing people if we didn't. But hey big fella, glad your missus is enjoying the PS3, but don't say we didn't warn you about the old missus stealing quality gaming time. It's a cross you'll have to bear from now on...*

## DELAYS GOOD? PART 2

All right, I am sick of this. Everyone is always complaining over and over about delays. Yes, sometimes when you really want a game and you have to wait longer for it of course you're gonna be a bit annoyed, but when you think about it delays are actually a good thing. Do you really want a game that has more problems than you can poke a stick at just because the company didn't want their buyers to wait? Everyone needs to remember that even though you're waiting a bit longer, in the end you're getting a better game. So, seriously, stop complaining about it everyone. I'd like to see any of you try and make a top notch game without delaying it a month or so.

**Andreas Waltmann, via email**

*Andreas, to say that we were sick of reading emails about the GTA delay was like saying Gretel Killeen is kinda rough without make-up: a massive understatement of megaton proportions. Now we've had two eloquent letters this month defending delays, and it's been a breath of fresh air to say the least. Thanks for the letter old bean.*



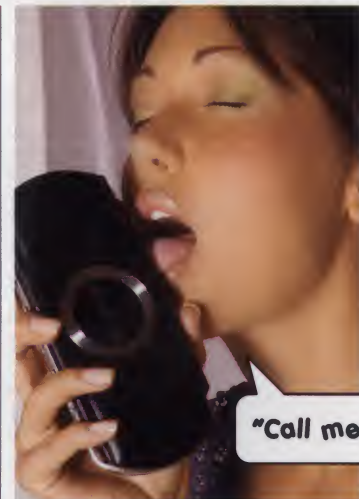
■ Should I? Or Shouldn't I... Oh what the hell! Beer Goggles: ACTIVATE!

## PSP PHONE HOME

I am beginning to wonder if the PlayStation Portable could turn into a phone, as technology is increasing rapidly. All you would need is a headset with a microphone to plug into the PSP, be in one of the hot spots or connected with the PlayStations 3 and go to a phone menu in the 'online' part of the PSP and start talking! That would put sales up for SCEA and retailers.

**Laurie, NSW**

*Funny you should mention this Laurie, because a phone application has been one of the lingering rumors surrounding the PSP since launch. We're in two minds about the idea, because firstly, the PSP would make for a pretty unwieldy ugly mobile phone, secondly, we feel that games should be the primary focus of the PSP, and this is a far greater sales motivator than any tacked on services Sony has been pushing as of late. The release of Final Fantasy VII: Crisis Core pushed sales through the roof, the announcement of 'PSP Go!'? Not quite so much... Where the hell is out God of War: Chains of Olympus!*



"Call me?"

## SPEAK TO US

Love the new mag? Hate the new mag? We want your opinions and questions on OPS, on games – on anything that you feel the need to share with your fellow readers. The best letter of each issue wins the Game of the Month! Write to us on paper or on a computer at:

OPS Feedback  
Derwent Howard PO Box 1037  
Bondi Junction, NSW 1355  
ops@derwenthoward.com.au

## EYE ON YOU

Have you heard of any games for the PlayStation Eye yet, other than *The Eye of Judgement*?

**Matthew Harris, via email**

*Yeah Matthew, there are plenty available on the PlayStation Store if you have access to it – they're well worth a look. If not, there's a possibility they might appear on a demo disc in the future.*

## YOU'RE FIRED!

I noticed in the latest issue, you had an ad for *Kane & Lynch*. Luke, like that Gamespot guy, gave the game a six. Luke Reilly's not going to be fired is he?

**Lance, via email**

*Astute observation Lance, but no, chillax everyone, Mr Reilly's safe and sound people! The game deserved a six! It was average! Gerstmann was robbed!*

## THE IMPACT ZONE

Why haven't you said anything about the *TNA: Impact!* game due in 2008 from Midway Games? Will it only be released in America?

**Keith Halliday, via email**

*Truth is, there just hasn't been that much info about this game as of yet. Mark is a huge TNA fan, so we'll be checking it out soon...*

## MOUSEKETEER

I would like to know if PS3 games are going to come out with keyboard and mouse or controller options?

**Kerrie, via email**

*It's possible that Unreal Tournament 3 will support mouse and keyboard, via a patch, but the major problem is these controls are more accurate and could make some games vastly unbalanced.*



# darkSector

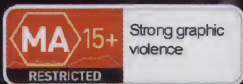
Without fear, without hope,  
without a future...

An Eastern European city on the brink of ruin. A hidden Cold War secret unleashed. A deadly, ruthless infection, creating a monster within and a hero without... Enter the Dark Sector.

Created by acclaimed developer Digital Extremes, and featuring a completely immersive storyline and cinematic style designed exclusively for next-gen consoles, Dark Sector represents the next evolution of action.



D3PUBLISHER



[www.darksector.com](http://www.darksector.com)



PLAYSTATION 3

Dark Sector (c) 2006 Digital Extremes, London, Canada. Dark Sector and the Dark Sector logo are trademarks of Digital Extremes. Digital Extremes and the Digital Extremes logo are trademarks of 1085522 Ontario Ltd. All rights reserved. Published by D3 Inc. under license from Digital Extremes. All other trademarks are property of their respective owners. Microsoft, Xbox, Xbox 360, Xbox Live and the Xbox logos are trademarks of the Microsoft group of companies. "PlayStation", "PLAYSTATION" and "PS" family logo are registered trademarks of Sony Computer Entertainment Inc. Dark Sector is distributed in Australia exclusively by AFA Interactive.





**That's a wrap, folks** - 2007 has gone the way of the dodo. It's already a distant memory, a fuzzy mess largely thanks to a summer holiday full of beer on the beach, smuggled spirits at the cricket and cask wine at the BBQs of people we don't really like (because they serve cask wine).

But 2008 is now well and truly upon us, bringing with it an absolute avalanche of hot games. Strap yourself in and feel the Gs people! You thought last year was a hoot? You ain't seen nothin' yet...





■ Not pictured/heard: 'Take my Breath Away' playing in the background

# GRAND THEFT AUTO IV

■ **Developer:** Rockstar North ■ **Distributor:** Rockstar ■ **Out:** March 2008

## For fans of:

Shooting, rooting, massive sandbox environments, a delightful assortment of vehicles to smash into stuff

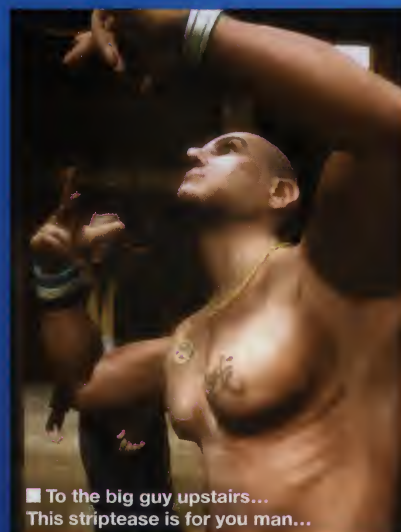


Okay, it's pretty much a "gimme" at this stage that everyone wants a piece of *GTA IV*. We've forgiven Rockstar for the delay (just the one though, okay boys?), and after seeing the third trailer our *GTA*-lust has been renewed.

## What we know:

The game is set in a totally revamped, beautifully rendered, grimy-looking Liberty City where the ground breaking *GTA III* was played out. The area is smaller than the map in *GTA: SA*, however it's much more detailed. Don't expect long drives through stretches of bugged all – this is a living, breathing city. Our informant tells us that to get from one side of the city to the other takes about an hour. We assume this means on foot, and not using cars, motorbikes or helicopters – all of which feature in this title. The planes from *SA* will not make a return – which is perhaps a nod to the realism Rockstar wants to imbue this hotly anticipated title with. The character you

play is a Russian – Niko Bellic – who comes to America to live with his cousin Roman. He arrives with the lofty impression he's going to inhabit in a mansion, end his life of crime and settle down. What he finds is a roach-infested Brownstone house and some very shady underworld types. Welcome to *GTA*, Niko. The mission structure is probably the most exciting thing. You have a mobile phone which can be used to activate missions, communicate with other characters and even ask chicks out on dates! Niko can also use the net to talk to people and even bash out a CV to give to potential employers! Realism is the key word here as vehicle and human physics have been given a total makeover.

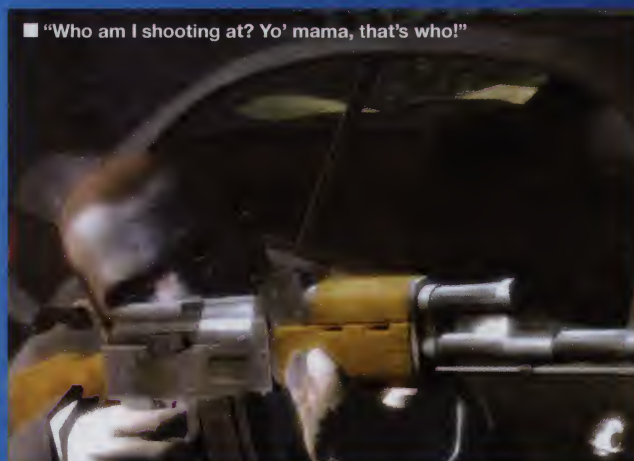


■ To the big guy upstairs...  
This striptease is for you man...





■ "Dude take anything you want, just don't shoot me, man!" "You don't have *anything*..." "What about those posters on the wall? And the cardboard boxes? Are you too good for *cardboard boxes*?"



■ "Who am I shooting at? Yo' mama, that's who!"



■ "Shit, you're right, that chick *did* have an Adam's apple..."



■ Coked-up junkie bitches: the best money can buy

Now you can climb up telegraph poles and fire escapes, you can take cover in firefights ala *Uncharted: Drake's Fortune* and your melee combat has been given the precision fans have been crying out for. Even basic elements like stealing parked cars have been pimped. In *GTAIV* you can't just find a car and nick it – you have to break the window and hotwire the sucker. You can also hail cabs and take them to your destination if you wish to avoid hassles with the law.

Basically this is an attempt to be as groundbreaking a sequel as *GTAIII* was. Rockstar has gone back to basics and rebuilt the whole caper from the ground up. Of course fans will want to know if the action and ultra-violence are back and better, and it's an obvious yes to both questions.

### What we want:

This! Out! Now! But as that's fairly unlikely we'd like to see a few of the following. Tighter controls – how many times in busy *GTA* missions did you feel lost and unsure what was going on? You might have beaten the mission but quite often it felt like dumb luck. If the shooting mechanic is as tight as the one in *Uncharted* then we're in for some fun. What else? Oh, okay – set pieces. Film fans will know a set piece is an action scene, a

horror kill or basically a sequence of events that are notable or spectacular. Other *GTA* titles have had many of these but you were rarely in control of them. We want the kind of deal where you stealthily climb to the top of a building, take out a couple of goons by chucking them off the roof, bust out an AK, and riddle a gang of thugs with lead. Then we'd like to chuck a grenade to mop up the survivors and leap backwards off the building, still shooting, and land on top of a car, smashing all the windows as the building explodes like an illegal, but fun, bungler from Canberra. Yeah, we've watched sequences like this, but this time we'd like to make them happen and be in control the whole way. Also we'd like to be able to save more easily. We all love *GTA* but going back to the same place to save does grate after a while. We'd also like to see things reach their potential – like the jetpack in *GTA:SA*. It was leading towards a really interesting government subplot... and then the missions just sort of... stopped. Now in the interests of realism we highly doubt there will be jetpacks in *GTAIV*, but how about some crazed homeless dudes, or a serial killer or some small plot tangent you can fully explore. We could bang on about how we'd like to be able to... download porn on the Internet in the game – but that's just the icing. We like the icing. We'll eat the icing. But the icing has to be on one sexy cake. We want true innovation – not just *GTA* with better graphics. Happily we've seen enough, and know enough, to say quite confidently we're going to get it.

### Why it should rock:

One of the best series of games is going next-gen and is heavy on the innovation. Bring it on, Rockstar!

### Hype rating:



5 mugs of hot coffee



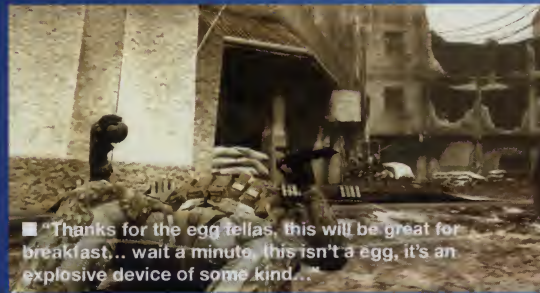
■ "You sure are packing a lot of weaponry, aren't ya boy?"  
"Y-y-y-yes s-s-sir." "Hahaha... that's how I like it!"



■ "You criticised my moustache and mullet combo. Now you'll pay."



■ "There's a naked statue over there...  
I am so going to grab his balls..."



■ "Thanks for the egg tellas, this will be great for breakfast... wait a minute, this isn't a egg, it's an explosive device of some kind..."

# METAL GEAR SOLID 4: GUNS OF THE PATRIOTS

■ **Developer:** Kojima Productions ■ **Distributor:** Atari ■ **Out:** June 2008

## For fans of:

Mullets, homoerotic  
humour, hiding  
in barrels, grey  
moustaches



"Snake - what happened Snake... Snake? SNAAAAAAAKE!!!" has been the response of many *Metal Gear Solid* fans, as the wait for what will undoubtedly be a AAA game of the highest calibre has become beyond unbearable in recent months.

Trailer after trailer has been released to a baying public, making eyeballs bleed and loins dribble with anticipation - but thankfully the footage released thus far has confirmed what we pretty much knew all along: *MGS4* will be duking it out with *GTAIV*

## What we know:

SNAKE is now as old as a motherf\*&%er. Thankfully the mullet remains, but his stubborn ginger stubble has been replaced with a stylin' mo' of the grey variety - the type that sends women over 50 into a hapless swoon and forces men under 30 to nod their heads in silent respect.

While he's still a double hard bastard who could make Jack Bauer cry with a nasty grimace, he still partakes in the odd questionable practise - for example, firmly grabbing soldiers by the crotch and gazing at porno magazines.

Some of the bad guys

remain, including the devastating (and kinda weird) Ocelot/Liquid-SNAKE's-arm sandwich. It seems like the genetic arm thingy has taken more control of Ocelot and this could have direct consequences upon the game's no doubt brain-squeezingly cryptic storyline.

What we've seen of the gameplay so far is nothing short of barnstorming. Really, no adjective exists to accurately describe the intense level of awesome, so we'll just let you know that *MGS4* is the bomb diggy - the top banana, the homie all the kids wanna be like.

## What we want:

First off, we want this game to be released without a hitch - which means no more delays. *Metal Gear Solid* is an event game

that doesn't require the Christmas hype machine to sell units, so for the love of sweet baby Jesus, sleeping benevolently in his little crib, do not delay this until the 2008 holiday season. Kojima: we will chainsaw you in the face if this happens.

We also want this game to build on the awesome *SNAKE EATER*, which means a solid 20-hour game time as opposed to the shorter *MGS2*. We want a story that doesn't get too insane or self-indulgent, we want to snap neck after neck, we want to hide in barrels, we want awesome boss battles, we want... damn it, we want it all, and a bag of potato chips! And with *MGS4*, we may just get it.

## Why it should rock:

Because it's the fourth and last instalment of one of the best franchises in history. Nuff said.

## Hype rating:



5 Chuck Norris mullets



# GRAN TURISMO 5 PROLOGUE

■ **Developer:** Polyphony Digital ■ **Distributor:** Sony ■ **Out:** March 2008

## For fans of:

Cars better than your mum's, beefy rear mufflers, lusty visuals, online racing



Revheads, prepare to get looser than a hooker in a barn. The tantric hold-your-load frenzy for *Gran Turismo 5* is about set to relax its legendary loins and slip out a meaty tarmac taster to make the long road to driving nirvana more bearable. Yes, true believers *Gran Turismo 5 Prologue* is close to walking among us.

## What We Know

*Gran Turismo 5 Prologue* will be a feisty contender for your racing dollar and more buyable than past *Prologue* games for four good reasons.

First up the game will be packed with content. Four courses with eight different layouts along with 40 cars – all with anally modelled interior cabin views – will star. Unlike previous *Prologue* games, *GT5*

*Prologue's* single-player racing experience won't be about license tests but will mix together elements from the arcade and GT modes of previous *Gran Turismo* titles. Basically you'll be racing for cash to buy more cars. You'll also be able to keep all the cash you've scored plus any acquired cars and export them into *Gran Turismo 5* later on.

Secondly *Prologue* is online focused. Apart from being the first game fully integrated with *Home*, it'll also feature a new interface called 'My Page' that will allow you to see which friends are online before challenging them to a race. There'll also be 16-player online racing support so you can burn 15 arses in one fell swoop.

Thirdly it'll look hotter than Jessica Alba, Heidi Klum, and Jennifer Hawkins sitting in a sauna some place hot – like Africa. Or the sun. Set to run at 1080p at an awe-inspiring 60fps with up to 16 cars on

track, expect your dad to froth over this so much your mum will burn with jealousy.

Finally there'll be full Logitech GT25 support. The GT25 is a racing wheel that we at *OPS Towers* refer to as "the balls". It features full 900-degree rotation and has a clutch and gate shifter. It's also made of metal (which makes it special).

*Gran Turismo Prologue* will be available on Blu-ray and as a download from the PSN (though there's a chance the latter version will not include damage modelling...). No price for either format has been confirmed.

## What We Want

How about Sony releasing a cost-effective GT25 pack along with *Gran Turismo Prologue* down here? Logitech's glory boy is mighty expensive and any discount would be appreciated. We'd also like *Prologue* to be fat free with the piss-weak cars left for the big *Gran Turismo 5* roster, and for the game's price to reflect the fact that it's only a 'prologue'. Apart from that, well, Polyphony seems to have read our minds and packed in everything else we could feasibly ask for outside of the game being out now.

## Why it should rock:

It's the caryard of your wet dreams on PS3 – it'll rock like AC/DC chugging 98RON.

## Hype rating:



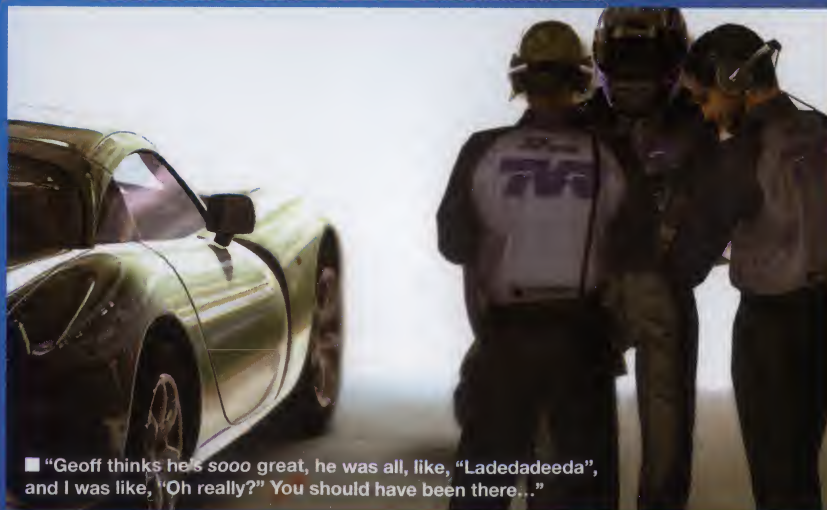
3.5 souvenir Ferrari keyrings



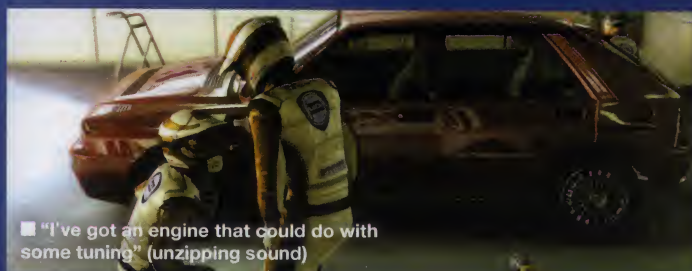
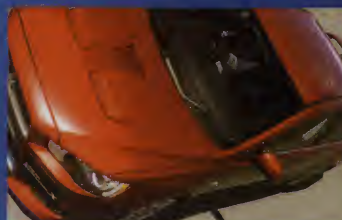
■ All the best things are Italian. Ferraris, pizza, afternoon naps, Mussolini... wait, scratch that last one



■ "Hey guys I look good! Everybody! Come see how good I look" is what *Gran Turismo* would say. If it could talk



■ "Geoff thinks he's sooo great, he was all, like, "Ladedadeeda", and I was like, "Oh really?" You should have been there..."



■ "I've got an engine that could do with some tuning" (unzipping sound)





■ Girls with pink hair: somehow they just look hotter...



■ Sweaty crotches: thankfully not noticeable in low lighting

# ROCK BAND

■ **Developer:** Harmonix ■ **Distributor:** EA ■ **Out:** March 2008

## For fans of:

*Guitar Hero*, *SingStar*,  
rock and/or roll, being  
awesome



*Rock Band*, the true evolution of Harmonix's original *Guitar Hero* series, will take music games to a brand new level. We doubt, short of naked twister with triplets, there'll be another game for your lounge room more fun for four players.

## What we know:

*Rock Band* has the distinct potential to shelve both the *Guitar Hero* and *SingStar* series for some time. Tired of choosing which one to play whenever company arrives? Want to just play both? At once? *With rocktacular drums?* Get *Rock Band*.

Er, when it comes out, of course...

We've already told you plenty about *Rock Band*, but now that it's available in the US of A we can reveal even more.

Players can create and customise their own in-game characters, with fully adjustable hair, physique, clothing, tattoos, onstage antics and instruments. There's an art tool to create custom face paint, tattoos, clothing designs, and band logos.

For those worried about the drum peripheral and how it'll behave like a real drum kit with only four pads, fear not – the four pads will

change functionality to represent other drums depending on the requirements of a song. You can also lefty-flip the drums, just like the guitars. Then get annoyed when you have to 'unflip' them later.

There are 41 venues spread across 17 cities across the globe, one of which is Sydney and the first doses of downloadable songs have already been administered, including 'Fortunate Son' from Creedence Clearwater Revival, 'My Sharona' from The Knack, 'Joker & the Thief' by Wolfmother, '...And Justice for All' by Metallica, 'Buddy Holly' by Weezer, 'My Iron Lung' by Radiohead, 'War Pigs' from Black Sabbath, 'Heroes' from David Bowie, 'Roxanne' by The Police and more.

## What we want:

Just keep the tunes coming – we'll leave which ones in your capable hands. It also wouldn't be a bad idea to freshen it up with

some new cities or venues every now and then – we're sure fans would be more than happy to pay a small premium for a change of scenery once in a while, and we can't imagine the Canucks or the Kiwis are too stoked with the lack of any Canadian or NZ venues.

We'd also like the vocal minority of people who deride *GAMES* like *Rock Band* and chastise people who play while moaning, "Yeah, but it's not like *REAL* guitar" to kindly shut their word-holes. Seriously dudes, that's like having Craig Lowndes tease you for not being a real V8 Supercars driver, or Zidane mocking you because you're crap at soccer and enjoy playing *FIFA*. Being a musician and playing music games aren't mutually exclusive, trust us. So eat our collective arse.

Also, we want more cowbell. Naturally.

## Why it should rock:

Well, duh...

## Hype rating:



5 cowbell solos

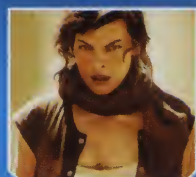


# FINAL FANTASY XIII

■ **Developer:** Square-Enix ■ **Distributor:** Ubisoft ■ **Out:** TBA 2008

## For fans of:

Über kick-arse heroines ala. Milla Jovovich, giddy sci-fi RPG thrills, overly involving and melodramatic plotlines, classy interstellar epicness



*Final Fantasy XII* was a landmark moment for Squenix's flagship cash-cow (er, series), both in terms of gameplay mechanics evolution and sheer cinematic oomph. Number *XIII* is gunning to turn everything on its head all over again.

## What we know:

Besides shifting the setting from the distinctly medieval trappings of *FFXII*'s Ivalice to a super-futuristic and as-yet-unnamed universe, battles will retain the real-time combat shenanigans of the previous instalment and again do away with pesky and frustrating random battles. The system will be further expanded by introducing environmental damage (hurling a soldier into a light, for example, multiplies the damage of your attack as he's zapped horribly). The 'Overclock'

system is also a new addition, being a slowly filling bar that, when topped, achieves something like the RPG equivalent of Bullet Time, which may or may not replace the Limit Breaks of games past. A mission statement from Square-Enix indicates that they're keen to recreate the jaw-dropping insanity of the battles seen in *Advent Children*, and by the looks of things, it might just accomplish exactly that.

Arguably, for the first time since *FFVI*, a lady plays the lead role. She goes by the codename 'Lightning' and hefts a deadly-looking sword that transforms into a gun and back again. She's accompanied by a litany of companions, one of whom is a gaunt, blonde, motorcycle-riding warrior who bears a striking resemblance to Cloud Strife. Hmm, interesting considering that scenario designer Kazushige Nojima (particularly notable for his work on *FFVII*) is on board the development team, as well as famed character designer

Yoshitaka Amano. Fan-favourite composer Nobuo Uematsu is again sadly absent (the majority of *FFXIII* will be scored by Masashu Hamauzu) except for the all-familiar opening theme. You all know the one.

## What we want:

We know that Summons will be returning, what with the icy Shiva being seen as a pair of sisters that bafflingly transform into a motorcycle, but their application in *FFXII* left a lot to be desired – they were basically useless and guaranteed a quick death, so perhaps a return to their presence as mid-fight 'special attacks' is in order. Another niggle, which detracted heavily from individual character development in *FFXII*, was its samey level-up system – by the end of it your characters all had the same abilities and stats because the License Board was exactly the same for all of them. *FFX*'s Sphere Grid was much more flexible in allowing certain characters to excel in certain areas, so a kick-back to this style of levelling up might not be such a bad idea. And no more effeminate lady-boy characters ala. Tidus and Vaan, please – we're totally secure in our masculinity, but they still manage to make us feel uncomfortable.

## Why it should rock:

Just look at it.

## Hype rating:



5 shirtless David Beckhams



■ Ironically she looks more masculine than some of FF's male characters...



■ "No, smarty pants, we *can* do the robot!"



■ "My wet towel technique is impregnable!"



## For fans of:

Customisability, crazy physics, online community, pants-shredding innovation

# LITTLEBIGPLANET

Developer: Media Molecule Distributor: Sony Out: Early 2008

Fun times with sock puppets, combined with an art style that makes you want to hug homeless people – this game may not sound like one of the must owns of 2008, but it is!

## What we know:

*Half-Life 2*-esque physics, an infinite amount of customisable options and the promise of an online mod community could send this game into the stratosphere. This game is accessible and simple, but endlessly fun. Could be one of the sleeper hits of 2008.

## What we want:

We want it all to work properly, and most of all we want this game to be successful. *LittleBigPlanet* is coming straight out of leftfield and as such we hope it doesn't get abandoned in favour of *Tom Clancy's Big Shooty Game of Terrorist Death 5*. We hope innovation

and originality gets rewarded this time round. Let's support this one (if it's as good as promised!)

## Why it should rock:

*LittleBigPlanet* was created by elves and carebears in Willy Wonka's Chocolate factory using the actual DNA of Santa Claus. That's why it should rock.

## Hype rating:



4.5 cupcakes. With sprinkles

## For fans of:

Blowing the crap out of glowing-eye-masked bastards, explosions, yelling, "fire in the hole!", rainy weather

# KILLZONE 2

Developer: Guerilla Games Distributor: Sony Out: TBC 2008

Let's not beat around the bush: *Killzone* didn't live up to its potential. Nor was the PSP version quite the killer app it should have been. But with the power of PS3 could we have the game the first one should have been?

## What we know:

The game looks superb, both in cut scenes and in-game footage. We mean, seriously, it's telly-lickingly good. Note: don't lick your telly. It tastes like burning.

## What we want:

A game to match the looks! Come on, guys – you have an interesting concept, cool weapons and graphics – let's get some gameplay to match that, okay? Oh and some enemies without those glowy-glowy eyes would be nice – and some varied environments...

## Why it should rock:

*Killzone*, the PS2 one, bit off way more than it could chew... but the PS3 has a big set of teeth and by crikey it looks good. Did we mention that? *Resistance* and *COD4* have proven PS3 can do a AAA FPS so let's have it!

## Hype rating:



4.5 hefty blokes with glowing eyes

## For fans of:

Shape-shifting psychopaths, *Grand Theft Auto*, free-running, superheroes

# PROTOTYPE

Developer: Radical Entertainment Distributor: Vivendi Out: Late 2008

What do you do when *World of Warcraft* makes a cool couple of billion in profit? Well, if you're Vivendi you pump a fat wad of cash into making promising new games like *Prototype*.

## What we know:

Set in an alternate reality New York City where a devastating war between humans and genetic mutants is unfolding, *Prototype* is an open city game unlike anything you've seen. Forget gangsters and gangbangers, you play as a super-powered shapeshifter who can assume the identity and skills of anyone in the city, carve humans into confetti by forming his arms into giant blades and run up the side of skyscrapers faster than you can grab a fresh bevvie from your bar fridge.

## What we want:

Here's hoping *Prototype* focuses on the

character's shapeshifting potential to help really distinguish it *GTAIV* and the huge shadow it will cast in 2008.

## Why it should rock:

It's got arguably the best premise of any game in 2008, so something will need to go horribly, horribly wrong for this not to be amazing.

## Hype rating:



4.5 shapeshifting mofos

## For fans of:

Driving really, really fast, insane stunt manoeuvres, incredibly glorious crashes, nose bleeds

# BURNOUT PARADISE

Developer: Criterion Games Distributor: EA Out: January 2008

*Burnout Paradise* will be a total reinvention of the fastest name in arcade racing, ditching the prepared tracks for an open-world but retaining the qualities that made it a hit.

## What we know:

*Burnout Paradise* has it all. 30 square kilometres of driving playground, a new event at every one of the 120 traffic lights, all the classic modes (including Race, Road Rage and the tweaked Burning Route – tee hee) plus new Stunt Runs and super-slick online racing. It also has the best crashes in the business – amazingly dynamic and all in delicious slo-mo and a pupil-punching 60fps.

## What we want:

After a closer look about the only thing that's worrying us is the total lack of a driver in the car. Pretty jarring when your windscreen has exploded, your doors are

off and you're speeding down the street in a ghost car. It looks dumb. Criterion? Don't pretend you haven't heard of *FlatOut* (and don't be too proud to admit someone else is onto something). How about a downloadable driver?

## Why it should rock:

Download the demo and find out!

## Hype rating:



4.5 tow-trucks



### For fans of:

Blowing up buildings, blowing up cars, blowing up Venezuela, blowing up Venezuelans



## MERCENARIES 2: WORLD IN FLAMES

■ **Developer:** Pandemic ■ **Distributor:** EA ■ **Out:** Mid 2008

The first *Mercenaries* game was a breath of fresh air on the last generation of consoles, finally giving many gamers what they really wanted from a third-person shooter: the ability to blow the crap out of everything they could see.

### What we know:

*Mercenaries 2* moves from North Korea to Venezuela, a much more interesting country. A sandbox game with a strong story thread to tie all the destruction together, it promises fully destructible environments (with everything except for water and the terrain itself capable of being reduced to a smoking ruin).

### What we want:

Online co-op play has been promised and we're hoping it lives up to the potential for awesome destruction and

complete explosive-fuelled madness.

### Why it should rock:

Destruction is fun – always has been, always will be – and *Mercenaries 2* promises to deliver it in spades.

### Hype rating:



4 big fat MOABs

### For fans of:

Bill Murray, '80s action-comedy, ghosts, crossing the screams



## GHOSTBUSTERS: THE VIDEO GAME

■ **Developer:** Terminal Reality ■ **Distributor:** Vivendi ■ **Out:** Mid 2008

Dan Aykroyd has said that *Ghostbusters: The Video Game* is *Ghostbusters III* – something Aykroyd has been shopping around since *Ghostbusters II* two decades ago. Let's show this prehistoric bitch how we do things downtown!

### What we know:

Written by *Ghostbusters* creators Dan Aykroyd and Harold Ramis and featuring the voices and likenesses of Aykroyd, Ramis, Ernie Hudson and Bill Murray, *Ghostbusters: The Video Game* is nothing if not faithful to the original films. *Ghostbusters* will not be an open-ended sandbox-style game, rather a more contained, cinematic adventure.

### What we want:

If there's one movie license we don't want butchered, this is it. Also, we want

Bobby Brown on the soundtrack. "Well I guess we're gonna have to take control, (all on our own...)"

### Why it should rock:

Bill Murray is in it. Need more?

### Hype rating:



4 Vigo the Carpathians



### For fans of:

Zombie genocide, ridiculously good-looking graphics, crazy smart enemies, being scared, completely shitless

## RESIDENT EVIL 5

■ **Developer:** Capcom ■ **Distributor:** Activision ■ **Out:** TBC

After almost drowning in a flood of crappy spin-offs *Resident Evil 4* re-invigorated the franchise and the entire survival horror genre with its amazingly determined

### What we know:

Early footage confirms that Leon is MIA, replaced by Chris Redfield. The gameplay looks quite similar to *RE4* – which is totally fine by us. As you'd expect Capcom has cranked up the visuals and combat to incredible new heights. Although the enemies in *RE4* were hardly sluggish, there are now far more of them and they can sprint after you. That point is worth pausing upon. No other game we can remember has ever had sprinting enemies. Can you imagine how freaked out you'll be when you're down to your last couple of bullets and there are a dozen drooling zombies SPRINTING towards you?

### What we want:

This game, right now!

### Why it should rock:

Despite Capcom revealing very little thus far, we're still confident it will be one of the most frantic and unmissable gaming experiences of this generation. The trailer makes us giddy with pleasure.

### Hype rating:



5 gooey headshots



### For fans of:

Killing Nazis, WWII, *Rainbow Six Vegas*, losing key battles

## BIA HELL'S HIGHWAY

■ **Developer:** Gearbox Software ■ **Distributor:** Ubisoft ■ **Out:** Early 2008

*Brothers in Arms Hell's Highway* is the third instalment of the acclaimed series, set entirely within the failed Allied campaign to cross the Rhine via Holland in WWII.

### What we know:

*Hell's Highway* features a dig-in cover system and streamlined squad controls, the kind you'll be accustomed to if you've played the excellent *Rainbow Six Vegas*, as well as destructible cover. For the first time in a WWII shooter, the emphasis is about finding the enemy and setting up devastating ambushes. Your troops won't just fire upon enemies the moment they spot them – they'll await orders to engage, just like they ought to.

### What we want:

We just want it to be as good as it sounds. We also want people to stop whining about how many WWII shooters

there are these days. Why doesn't anybody complain about how many sci-fi shooters there are? Sheesh...

### Why it should rock:

It'll be a smart, compelling shooter with the desperate atmosphere of the *Call of Duty* games of yore and the thoughtful pace of *Rainbow Six Vegas*.

### Hype rating:



4 breakdancing Nazis



**For fans of:**

Hard rock, Jack Black, the batshit crazy mind of Tim Schafer, face-melting solos

# BRÜTAL LEGEND

■ **Developer:** Double Fine Productions ■ **Distributor:** Vivendi ■ **Out:** TBA 2008

*Grim Fandango* and *Pyschonauts* creator Tim Schafer originally conceived *Brütal Legend* over 15 years ago...

**What we know:**

*Brütal Legend* is the story of Eddie Riggs, a roadie for a metal band who is transported into a heavy metal inspired alternate universe when he bleeds upon his cursed belt buckle. In this world, where humans are enslaved by demons, Eddie must make use of his giant battle-axe, an electric guitar and a T-bucket drop-top coupe called The Deuce to take charge and free humanity. Jack Black stars as Eddie Riggs, and he'll be joined by the likes of Ronnie James Dio, Motörhead's Lemmy Kilmister and other, unannounced, Hollywood stars.

**What we want:**

We want to be able to set things on fire

with the power of rock and, at some point, we want to be able to jump our car over a river of blood. At the very least we know Tim Schafer is working on the latter (see page 48 for more).

**Why it should rock:**

Face-melting solos *melt faces*. This game won't simply rock – it IS rock. That's your reason.

**Hype rating:**



4.5 Marshall stacks

**For fans of:**

Being fast, being furious, fast and/or furious automobiles, LA traffic

# MIDNIGHT CLUB: LOS ANGELES

■ **Developer:** Rockstar San Diego ■ **Distributor:** Rockstar ■ **Out:** Early 2008

People tend to associate the advent of the street-racing epidemic with EA's brash *NFS Underground*, a game with an attitude THAT CAN ONLY BE EXPRESSED IN CAPITAL LETTERS. The *Midnight Club* series actually predates it by three years.

**What we know:**

The map of LA in *Midnight Club: Los Angeles* is the size all three cities from the previous instalment combined. It'll feature a cabin view for the first time, as well as a full day/night cycle and dynamic traffic conditions based on the time of day. Rush hour will see an increased amount of traffic on the streets, while the wee hours of the morning will see bugger all.

**What we want:**

Australian cars please. Rockstar, get a pen. Falcon GTHO Phase III, Torana

A9X, Commodore VK SS Group A, XB Falcon... are you getting all this?

**Why it should rock:**

With its only real competition going legit with *ProStreet*, the original open-world street-racer should carve it up.

**Hype rating:**



3.5 grid girls

**For fans of:**

*TimeSplitters*, four-player co-op, stealing weapons from enemies, mind-altering substances

# HAZE

■ **Developer:** Free Radical Design ■ **Distributor:** Ubisoft ■ **Out:** Early 2008

Few developers can boast as impressive an FPS pedigree as Free Radical. With *GoldenEye* and the *TimeSplitters* trilogy under its belt, expectations for *Haze* are high.

**What we know:**

In the early stages of the game you'll be playing as a Mantel trooper, gifted with unlimited access to Nectar (a stimulant that heightens your reflexes and increases your strength but also sanitises reality so that you see a corpse-free tropical paradise instead of the real warzone). Resistance fighters then free you from your drug-induced haze and you spend the remainder of the game using guerrilla tactics like overdosing the Mantel troopers on Nectar so they go nuts and shoot their teammates or playing dead (causing you to become totally invisible in the troopers' idyllic version of reality).

**What we want:**

FRD to use the time gained by the game's recent delay to tighten the slightly twitchy controls and allow Haze to live up to its impressive potential.

**Why it should rock:**

FRD has consistently delivered killer FPS titles for a decade now.

**Hype rating:**



3.5 sweaty junkies

**For fans of:**

A wide variety of different racing, Codemasters, the Northern Hemisphere, change for worse

# RACE DRIVER GRID

■ **Developer:** Codemasters ■ **Distributor:** Atari ■ **Out:** Mid 2008

We assumed this would be the sequel to *V8 Supercars 3*, a game we declared was a better racing sim than *GT4*. Unfortunately it's a different game.

**What we know:**

Well, according to Atari, *Race Driver GRID* is a "new franchise" and it is "not part" of the *V8 Supercars* series (this notwithstanding the fact that the *V8 Supercars* series was a PART of the *Race Driver* series). *GRID* will feature the US, Europe and Japan (but not Australia), the ability to "conquer the most prestigious official race tracks and championships" (but not *V8 Supercars* or DTM) as well as city-based competitions and drift racing.

**What we want:**

Er, *V8 Supercars* and DTM in it? That or Codies gives us a decent hint at what it's actually doing with the official license

(which it still maintains). If it ain't broke, don't fix it!

**Why it should rock:**

It'll be fine as long as some form of standalone *V8 Supercars* title or DLC appears after it (although shelling out twice will be a pain). Ultimatum to Codies; shit or get off the pot.

**Hype rating:**



2 angry V8 fans



# BLAZING ANGELS 2

SECRET MISSIONS OF WWII



**FEW AIRCRAFT REMAIN SECRET  
MOST HEROES ARE FORGOTTEN**



ALL NEW  
MULTIPLAYER  
RACING MODE  
PLAYSTATION®  
EXCLUSIVE

DESIGNED  
FOR MOTION  
SENSING  
TECHNOLOGY

[www.blazingangels2.com](http://www.blazingangels2.com)

**PG**

Mild violence,  
Mild coarse  
language



PLAYSTATION 3



UBISOFT



**For fans of:**

Pimpin', bling, being a hypocritical murderer who says "Peace out"



## SAINTS ROW 2

■ **Developer:** Volition ■ **Distributor:** THQ ■ **Out:** TBC

We imagine that when the saints go marching in – they'll probably pistol whip St. Peter with a glock, and kneecap St. Paul. One of the better *GTA* clones out there.

**What we know:**

Along with a plot teeming with gangland double-crosses and black humour Volition has finally decided to offer us boats, motorcycles, planes and helicopters to jack this time.

Other awesome additions include the ability to play through the entire campaign co-operatively with a homie, and on the flip-side there's a new type of competitive multiplayer mode that will supposedly rock our collective blocks. Volition is still keeping many of *Saints Row 2*'s new features on the down-low.

**What we want:**

Volition has promised us a game that will

differentiate itself from the usual *GTA* clones, but motorcycles, planes... *base-jumping*? It certainly still sounds a bit too *GTA* circa 2005. We hope there's enough in there to warrant a look.

**Why it should rock:**

Co-op carnage with a homie, and blasting mofos online.

**Hype rating:**



3.5 shizzles out of 5.0 nizzles

**For fans of:**

Tits, swords, beat 'em ups, tits



## SOUL CALIBUR 4

■ **Developer:** Project Soul ■ **Distributor:** TBA ■ **Out:** TBA 2008

*Soul Calibur* is the greatest 3D fighter around. Yep, we said it – *SC* provides the best overall fisticuffs experience. With some all new added boobage, where could it go wrong?

**What we know:**

Very little. *Soul Calibur 4* doesn't seem to have deviated too far from the perfectly-honed combat of previous entries, but has endeavoured to give each and every female character a new boob job of pornstar proportions. Not that we're complaining, mind. Expect major next-gen jiggle to follow.

**What we want:**

Well, we're completely satisfied with the jubbles, but besides that we'd like more of the same really. Oh, and perhaps some funky secret characters like the ones that *Soul Calibur 2* was blessed with. A substantial single player mode would be

good, and online multiplayer that isn't crippled by lag...

**Why it should rock:**

It just will. The next gen return of a martial arts master – now with more medically-adjusted boobies. Throw in Astaroth and his whopping great battle axe and you've got a done deal.

**Hype rating:**



3.5 juicy chesticles

**For fans of:**

War, the end of said war, *Risk*, strategy games, Rumsfeld



## TOM CLANCY'S ENDWAR

■ **Developer:** Ubisoft Shanghai ■ **Distributor:** Ubisoft ■ **Out:** Early 2008

Are we really to believe that Tom Clancy was behind this game? Come on man! What's next, Tom Clancy's Pet Detective? Tom Clancy's Brain Training? Let's be real here!

**What we know:**

Despite the blatant whorage of the Tom Clancy brand, *EndWar* is an intriguing prospect. Utilising voice controls that actually work, players can easily boss around entire armies and strategise quickly on the fly. Designed exclusively for consoles, *EndWar* won't suffer from the lack of a mouse and keyboard since it was never designed for such an interface in the first place.

**What we want:**

We (and by 'we', we mean Mark) want a voice recognition system that will recognise unintelligible Scottish accents. We also want to play an RTS that doesn't

play like a dumbed-down derivative of a superior PC original. We want something fast and fun. To be quite honest this sounds exactly what we may get from this intriguing package.

**Why it should rock:**

If this game delivers, we could be looking at the first genuinely next gen RTS.

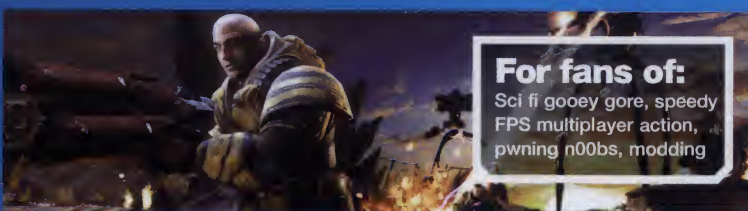
**Hype rating:**



3.5 Donald Rumsfelds

**For fans of:**

Sci fi goeey gore, speedy FPS multiplayer action, pwning n00bs, modding



## UNREAL TOURNAMENT 3

■ **Developer:** Epic ■ **Distributor:** Red Ant ■ **Out:** January 2008

The legendary hardcore shooter finally makes its way to the PS3 and is bound to quite literally blow gamers away on impact. *UT3* is a sight for sore eyes – it *looks* incredible.

**What we know:**

*Unreal Tournament 3* is all about the multiplayer, but Epic has promised a substantial single player campaign in addition to all the 'n00b pwning' you'll be partaking in online. Mod support is also a huge focus, with gamers essentially being given the freedom to create whatever the hell they want. Look for this feature to extend the lifespan of this title into the stratosphere.

**What we want:**

Well, we wanted this before Christmas but that hasn't happened – besides that we'd like Sony to make its Aussie servers available for some lag free fragging.

We'd also like a user friendly online set up, along with easy ways to download modded maps. This game will live and die on it's online multiplayer – make sure you get it right Epic!

**Why it should rock:**

Probably the best looking shooter on the market. Also, it has hoverboards...

**Hype rating:**




4 *Back to the Future* hoverboards





# DEVIL MAY CRY™



In Stores  
February 2008

Secure your strictly  
Limited Edition  
Collectors Pack

Preorder  
**NOW!**



Set Free The  
Devil Inside

M

Moderate  
violence

PLAYSTATION 3

XBOX 360 LIVE

PC DVD-ROM

CAPCOM®

©CAPCOM CO., LTD. 2008 ALL RIGHTS RESERVED. "PS", "PLAYSTATION" and "PS3" are trademarks or registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.

DEVILMAYCRY.COM



## TOP 2008 TRENDS

### On-the-fly animation and free-running...

...will be all the rage in 2008 – it truly does seem like every second game is making use of NaturalMotion's euphoria engine to generate unique animations every time rather than relying on pre-canned ones. *Assassin's Creed* probably has a great deal to answer for too, as free-running will feature in both *Prototype* and *Mirror's Edge*. Free-running: it's so hot right now.



### User Created Content...

...is a buzzword you're sure to hear in executive offices around the globe, as developers cram malleable features into games in an attempt to give gamers the space to create their own identity. It's the Facebook/MySpace effect, sure to be accelerated by the introduction of *Home*, *LittleBigPlanet* and the continued presence of *SingStar*. In 2008 your gaming experience will probably be, quite literally, what you make it.



### Tom Clancy...

...is taking over the world one game at a time. With no less than three Tom titles coming to PS3 in 2008 (and that's just the ones that have been announced) we're pretty sure we're going to be TCed out. How does he sleep at night, pimping his name so far and wide? On a bed of money, we presume. And books about battleships and stuff, probably.



### Rock and roll...

...ain't noise pollution, even though it's everywhere. *Rock Band*, the inevitable fourth instalment of *Guitar Hero* (and the downloadable content that will follow for each) plus the heavy metal rock-opera-action-adventure *Brütal Legend* means nobody can stop the music. Nobody, got it? Good.



### THE BOURNE CONSPIRACY (PS3)

**Developer:** High Moon Studios  
**Out:** Late 2008

Taking its cues from the books rather than the Matt Damon flicks, this promises, "frenetic, tense action." Let's just hope that means they don't shake the bloody camera for two hours!

### INDIANA JONES (WORKING TITLE, PS3)

**Developer:** LucasArts  
**Out:** TBA

Using the fancy new Euphoria AI mechanic, no two reactions will ever be the same.

### BORDERLANDS (PS3)

**Developer:** Gearbox Software  
**Out:** Late 2008

A combination of FPS and vehicular combat that bears more than a passing resemblance to *Mad Max*. Not much on this yet – but we like the premise. We like it a lot.

### INFAMOUS (PS3)

**Developer:** Sucker Punch  
**Out:** TBA

It's all a bit secret squirrel on this one. What we beat out of an informant is that you're a super powered dude that is using his mighty clout for... some reason. A bit vague, we know, but the trailer's pretty sweet.

### DESTROY ALL HUMANS! BIG WILLY UNLEASHED (PS2)

**Developer:** Locomotive Games  
**Out:** Early 2008

Crypto teams up with Big Willy – a fast food mascot that is really alien tech – and wipes out yet more human filth. You know we deserve it!

### RAGE (PS3)

**Developer:** id software  
**Out:** TBA

Finally rage is taken out of the home and put where it should be: on the road! Expect heaps of vehicular combat and FPS action with this puppy. And that's all we can tell you. For now...

### FRACTURE (PS3)

**Developer:** Day 1 Studios  
**Out:** Late 2008

A futuristic third-person shooter with a big difference: you can change your environment! Create mountains, yawning caverns and all manner of land-based destructive fun.

### DESTROY ALL HUMANS! PATH OF THE FURON (PS3)

**Developer:** Sandblast Games  
**Out:** Early 2008

Yet more human-blasting fun but now we're going next gen. Includes a jacked-up probe. Keep your eyes on your anus.

### TOM CLANCY'S FIREHAWK (PS3)

**Developer:** Ubisoft Romania  
**Out:** TBC 2008

Sweet fuck all is known about this title other than the fact it's a Tom Clancy title and this time it's air based combat.

### TOM CLANCY'S RAINBOW SIX VEGAS 2 (PS3)

**Developer:** Ubisoft Montreal  
**Out:** Early 2008

For everyone who went, "Awwww!" at the end of the one. Hopefully they won't end it on a cliffhanger again, otherwise we may be forced to hunt down and eat Tom Clancy. Harsh but fair.

### SECRET AGENT CLANK (PSP)

**Developer:** High Impact Games  
**Out:** Mid 2008

Daxter got his own (brilliant) solo PSP adventure and we're hoping Clank's will bring the goods too. Also maybe they explain some of the secrets shown in *R&C: TOD*. Regardless, we're expecting good things.

### 2 DAYS TO VEGAS (PS3)

**Developer:** Steel Monkeys  
**Out:** Late 2008

Third-person adventure about a released convict trying to get his younger brother out of trouble, set in several major US cities over 48 hours. That's all the ouija board would tell us. We'll try to divine more from some chicken guts – Druid-style – and get back to ya. It's still sans a publisher though.

### LEGO BATMAN (PS3, PS2, PSP)

**Developer:** Traveller's Tales  
**Out:** Late 2008

Certain long-haired comic book geeks on staff are foaming at their bearded mouths over this one. The Dark Knight in LEGO form. It has the potential to be absolute genius!

### TIMESPLITTERS 4 (PS3)

**Developer:** Free Radical Design  
**Out:** TBA

Yes! *TimeSplitters* goes next gen and we couldn't be happier. An awesome FPS with a hilarious sense of humour, multiplayer and monkeys! Bring it on, FRD.

### METAL GEAR ONLINE (PS3)

**Developer:** Kojima Productions  
**Out:** TBA

*Metal Gear Online* promises to be an awesome and utterly bizarre experience. Monster women, hairless monkeys and, of course, stealthy killing. We're predicting extreme goodness.

### MOTORSTORM 2 (PS3)

**Developer:** Evolution Studios  
**Out:** TBA

As much as we love the extra downloadable content, we're really excited about a sequel to this insane, muddy, racer. It was almost perfect when it was just a wee launch title – so imagine how good a spanking new chapter will be.

### TURNING POINT: FALL OF LIBERTY (PS3)

**Developer:** Spark Unlimited  
**Out:** Early 2008

Having won WWII in Europe, in 1953 the Nazis invade the USA. Focusing not just on combat but also on the personal effects of war, *Turning Point* looks set to deliver a unique spin on the WWII FPS.

### ARMY OF TWO (PS3)

**Developer:** EA  
**Out:** Early 2008

EA's co-op shooter features plenty of customisation, plenty of agro (build up enough and you go into 'Overkill' mode, with double damage and unlimited ammo) and is built from the ground up to be played by – you guessed it – two.

### SOCOM: CONFRONTATION (PS3)

**Developer:** Slant Six  
**Out:** Early 2008

At last. Similar to *Warhawk*, this will be released on PSN and is an online-only shooter. Will include five maps initially (more will be available through the PlayStation Store) and up to 32-player matches.

### ECHOCHROME (PS3)

**Developer:** Japan Studio  
**Out:** TBC

Sony's brain-twisting puzzle game continues to impress. Rotating your perspective will transform the game's Escher-inspired spaces so you can navigate the wandering figure to safety.

### HEIST (PS3)

**Developer:** inXile  
**Out:** Early 2008

Safecracker. Wheelman. Muscle. Robbing banks is all about having the right crew. So *HEIST*'s balance of open-world gameplay and careful planning isn't just about the next vault or safe; it's also about managing your team and your reputation.



## THE CHRONICLES OF RIDDICK: ASSAULT ON DARK ATHENA (PS3)

**Developer:** Starbreeze Studios  
**Out:** Early 2008  
More than just a remake of the critically-acclaimed *Chronicles of Riddick*, *Dark Athena* is being re-tooled for the PS3 and will feature all the original game's content, plus extra missions and multiplayer modes.

## HITMAN 5 (WORKING TITLE, PS3)

**Developer:** IO Interactive  
**Out:** TBC  
Shown behind closed doors at Leipzig this year, little is known about the latest *Hitman* game except that it exists, probably 'stars' Agent 47, and most certainly involves killing lots of people.

## RISE OF THE ARGONAUTS (PS3)

**Developer:** Liquid Entertainment  
**Out:** TBA 2008  
Based on the Greek myth of Jason and his Argonauts questing for the Golden Fleece, you'll be barging your way through ancient monsters GoW-style alongside the likes of Hercules and Odysseus.

## THE WHEELMAN (PS3)

**Developer:** Tigon  
**Out:** 2008  
The game of the upcoming *Vin Diesel* movie – but don't write it off! The other game based on a *Vin Diesel* movie (*Chronicles of Riddick*) is a minor classic, so we're hoping for good things from this action/driving game.

## RESISTANCE 2 (WORKING TITLE, PS3)

**Developer:** Insomniac  
**Out:** TBA 2008  
Rumoured to be set in the USA and featuring original protagonist Nathan Hale in a supporting role. It likely has a cliffhanger ending that sets up a third game and should introduce vehicles to multiplayer.

## TEKKEN 6 (PS3)

**Developer:** Namco  
**Out:** TBA 2008  
The *Tekken* series keeps getting more over-the-top, and the sixth entry into the franchise introduces a new 'rage' system.

## AFRIKA (PS3)

**Developer:** Rhino Studios  
**Out:** TBC  
*Afrika* remains a mystery. All that can be said for certain is that it's one of the best-looking games yet seen on the PS3. Beyond that – well, it's a dark continent. Photography game?

## CALL OF DUTY 5 (WORKING TITLE, PS3)

**Developer:** Treyarch  
**Out:** TBA 2008  
Likely headed back to WWII for this chapter, but not surprising considering CoD4 creator Infinity Ward works on a two-year cycle and is likely on top of CoD6 already (fingers crossed for Vietnam!)

## MX VS ATV UNTAMED (PS3, PS2)

**Developer:** Rainbow Studios  
**Out:** January 2008  
Just when thought dirt vehicles were domesticated – they go FERAL! If you miss this you better be deaaaad, or in jail. And if you're in jail – break ooooo...!

## SOCOM: U.S. NAVY SEALS TACTICAL STRIKE (PSP)

**Developer:** Slant Six  
**Out:** TBC  
A tactical shooter where you order around your pair of two-man fireteams. Four-player online matches (with 16 soldiers) are promised.

## CRISIS CORE: FINAL FANTASY VII (PSP)

**Developer:** Square-Enix  
**Out:** Early 2008  
With a next-gen remake still a rumour on the lips of gamers, this PSP prequel tells the story of Zack prior to his demise.

## TO END ALL WARS (PS3)

**Developer:** Kuju  
**Out:** Mid 2008  
After years of WWII shooters, something different – a WWI shooter. If they can pull it off, trench warfare and brave/suicidal charges across no-mans-land could be quite an epic experience.

## FALLOUT 3 (PS3)

**Developer:** Bethesda Softworks  
**Out:** Mid 2008  
Dragging the cult RPG series into an entirely new era, Bethesda has shaken the top-down isometric world of old and given it an *Oblivion*-like spin – as well as a massive play area and infinite choice.

## SABOTEUR (PS3)

**Developer:** Pandemic Studios  
**Out:** TBC 2008  
Another Nazi-shooting Paris-liberating action game sounded no-hum until we witnessed *Saboteur*'s unique, *Schindler's List*-esque visual design. Now we can't wait to get our hands dirty with it – Frenchman dirty.

## CONFLICT: DENIED OPS (PS3)

**Developer:** Pivotal Games  
**Out:** Mid 2008  
*Denied Ops* brings player-controlled vehicles and a slew of multiplayer options (both co-op and competitive) to the table. Will this be enough to set it apart?

## HEAVY RAIN (PS3)

**Developer:** Quantic Dream  
**Out:** Late 2008  
From the team that brought us *Advent Rising* comes *Heavy Rain*, a somewhat mysterious 'dark film noir thriller' featuring incredible character models that are intended to raise in-game interaction and emotion to new highs.

## FINAL FANTASY VERSUS XIII (PS3)

**Developer:** Square-Enix  
**Out:** TBA 2008  
Taking place in *FFXIII*'s universe but completely separate to its storyline, *Versus* is set to contain more action-based gameplay reminiscent of *Kingdom Hearts* and *Dirge Of Cerberus*.

## LOST PLANET: EXTREME CONDITION (PS3)

**Developer:** Capcom  
**Out:** Early 2008  
Capcom is wisely porting its alien smashing, grapple hooking, mech stomping shooter. Unloading a man-sized shotgun into an unsuspecting snow-pirate is an absolute blast. Arm...

## LEGO INDIANA JONES (PS3, PS2, PSP)

**Developer:** Traveller's Tales  
**Out:** Mid 2008  
Covering the original *Indy* trilogy, the next LEGO game is already looking set to continue in the *Star Wars* series' illustrious footsteps. Expect co-op multiplayer, hilarious cut-scenes and plenty of brawlin', whip-crackin' action.

## YAKUZA 3 (PS3)

**Developer:** Sega  
**Out:** TBA 2008  
Set not in modern times like the previous two efforts but in 1605 during Japan's Edo period, *Yakuza 3* sees your crim going about his bad business with martial arts and a variety of swordsmanship.

## JUST CAUSE 2 (PS3)

**Developer:** Avalanche Studios  
**Out:** TBA  
Viva La Revolución in our pants. Mr. Rico Rodriguez – parachute obsessed, Spanish love child of James Bond and Antonio Banderas – is returning. Why should this sequel rock? Just 'cause.

# BACK AND FORTH

2008 ought to be a cracker of a year, but will it top 10 years ago? Here's a look at what went down a decade ago in 1998.



## Shane Warne Cricket '99

An instant bestseller and the best cricket game until *Ricky Ponting International Cricket 2005*, personally endorsed by Warne.



## Crash Bandicoot 3: Warped

Arguably the best platformer for the PlayStation, and easily Naughty Dog's finest hour on the console.



## Grand Theft Auto

The game that started it all, a low-tech, top-down, super-violent tongue-in-cheek cult classic. Who knew?



## Gran Turismo

Kind of a big deal. Sold around 10 million copies, give or take. A gigantic critical and commercial success for the PlayStation.



## Colin McRae Rally

The pioneer of realistic rally games, the original *Colin McRae Rally* was an incredible racer and a true gem.



## Metal Gear Solid

Not released in PAL territories until 1999, but came out in Japan and the US in 1998. We don't have to say anything else here.



## Tekken 3

Still regarded as one of the greatest fighting games ever released, *Tekken 3* was a colossal hit on PlayStation.



## Resident Evil 2

The second instalment of the series that continues to scare the shit out of us, *Resident Evil 2* was a super sequel.



## DO NOT WANT!

2008 is sure to be another beast of a year, an Aladdin's cave of treasure troves you might say (what? We're running out of metaphor ideas okay!). In fact the coming year may even improve upon the stellar gaming year we've just experienced in 2007. That being said, however, there are a few things that we simply DO NOT WANT! Developers – listen up and listen well. Here are some of the things we simply will not tolerate: you have been warned.



### DO NOT WANT! A Resident Evil 5 2009 release

Please... please? Bring it out this year. WE WANT! WE WANT!

### DO NOT WANT! Crappy Summer movie game tie-ins

Pfft, what's the point of complaining? We know it's gonna happen...

### DO NOT WANT! Mid Year Gaming Lull...

Spread out game releases please! We had nothing for a couple of months, and then more than we could literally, *actually*, physically play in the space of two or three weeks!

### DO NOT WANT! More Koei Games

This may be a bit harsh, but please, *Dynasty Samurai Button Bashing Warriors* from the *Annals of Crappy History 213* is not exactly high on our wish list...

### DO NOT WANT! GTAIV refused classification

Well, it's happened before, and our classification system isn't exactly cutting-edge. Hey, we could still all move to New Zealand, right? Right?

### DO NOT WANT! Crappy Ports

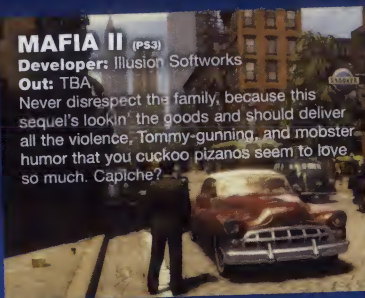
This works both ways. We DO NOT WANT crappy ports from the 360 with sloppy frame rates, and we DO NOT WANT PSP games copied and pasted onto a PS2 disc. If you're going to do something, do it right damn it!

#### MAFIA II (PS3)

**Developer:** Illusion Softworks

**Out:** TBA

Never disrespect the family, because this sequel's lookin' the goods and should deliver all the violence, Tommy-gunning, and mobster humor that you cuckoo pizanos seem to love so much. Capiche?

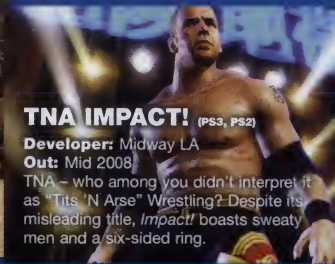


#### TNA IMPACT! (PS3, PS2)

**Developer:** Midway LA

**Out:** Mid 2008

TNA – who among you didn't interpret it as "Tits 'N Arse" Wrestling? Despite its misleading title, *Impact!* boasts sweaty men and a six-sided ring.

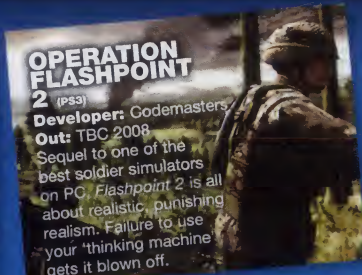


#### OPERATION FLASHPOINT 2 (PS3)

**Developer:** Codemasters

**Out:** TBC 2008

Sequel to one of the best soldier simulators on PC, *Flashpoint 2* is all about realistic, punishing realism. Failure to use your 'thinking machine gets it blown off.

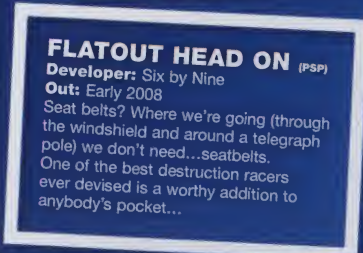


#### FLATOUT HEAD ON (PSP)

**Developer:** Six by Nine

**Out:** Early 2008

Seat belts? Where we're going (through the windshield and around a telegraph pole) we don't need...seatbelts. One of the best destruction racers ever devised is a worthy addition to anybody's pocket...

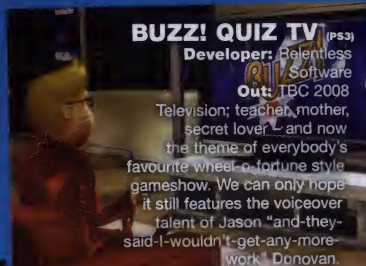


#### BUZZ! QUIZ TV (PS3)

**Developer:** Relentless

**Out:** TBC 2008

Television; teacher, mother, secret lover – and now the theme of everybody's favourite wheel-o-fortune style gameshow. We can only hope it still features the voiceover talent of Jason "and-they-said-I-wouldn't-get-any-more-work" Donovan.

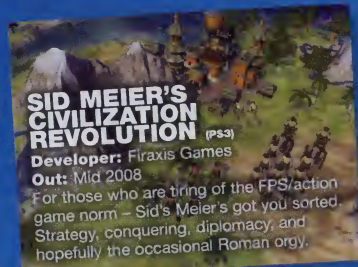


#### SID MEIER'S CIVILIZATION REVOLUTION (PS3)

**Developer:** Firaxis Games

**Out:** Mid 2008

For those who are tiring of the FPS/action game norm – Sid's Meier's got you sorted. Strategy, conquering, diplomacy, and hopefully the occasional Roman orgy.

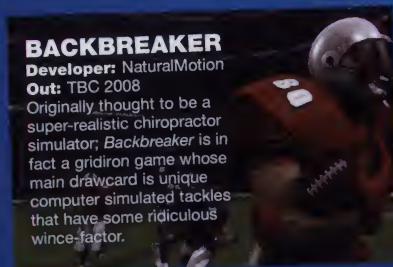


#### BACKBREAKER

**Developer:** NaturalMotion

**Out:** TBC 2008

Originally thought to be a super-realistic chiropractor simulator, *Backbreaker* is in fact a gridiron game whose main drawcard is unique computer simulated tackles that have some ridiculous wince-factor.

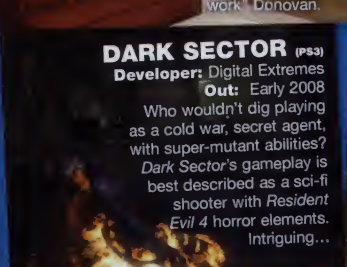


#### DARK SECTOR (PS3)

**Developer:** Digital Extremes

**Out:** Early 2008

Who wouldn't dig playing as a cold war, secret agent, with super-mutant abilities? *Dark Sector's* gameplay is best described as a sci-fi shooter with *Resident Evil 4* horror elements. Intriguing...

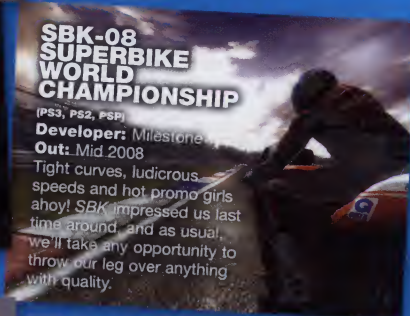


#### SBK-08 SUPERBIKE WORLD CHAMPIONSHIP (PS3, PS2, PSP)

**Developer:** Milestone

**Out:** Mid 2008

Tight curves, ludicrous speeds and hot promo girls aho! *SBK* impressed us last time around – and as usual, we'll take any opportunity to throw our leg over anything with quality.

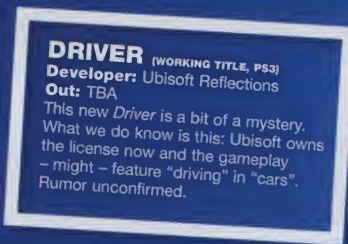


#### DRIVER (WORKING TITLE, PS3)

**Developer:** Ubisoft Reflections

**Out:** TBA

This new *Driver* is a bit of a mystery. What we do know is this: Ubisoft owns the license now and the gameplay – might – feature "driving" in "cars". Rumor unconfirmed.

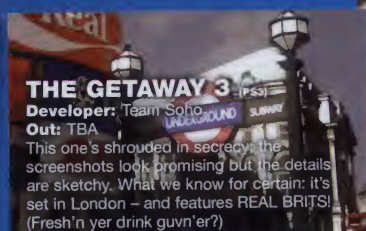


#### THE GETAWAY 3 (PS3)

**Developer:** Team Soho

**Out:** TBA

This one's shrouded in secrecy; the screenshots look promising but the details are sketchy. What we know for certain: it's set in London – and features REAL BRITS! (Fresh'n yer drink guvn'ar?)



#### HOME (PS3)

**Developer:** SCE Studios London

**Out:** Mid 2008

Forget *Second Life*. *Home* is Sony's ace in the hole, a gorgeous online virtual world for PS3's owners to fart about in. Gamers create their avatar then go mingle with other real folk.

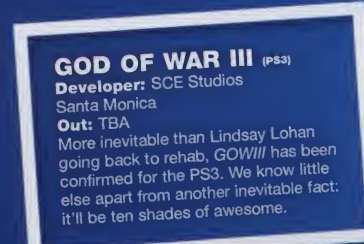


#### GOD OF WAR III (PS3)

**Developer:** SCE Studios

**Out:** TBA

More inevitable than Lindsay Lohan going back to rehab, *GOWIII* has been confirmed for the PS3. We know little else apart from another inevitable fact: it'll be ten shades of awesome.

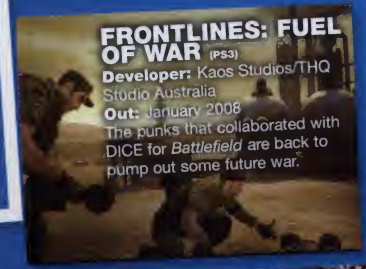


#### FRONTLINES: FUEL OF WAR (PS3)

**Developer:** Kaos Studios/THQ

**Out:** January 2008

The punks that collaborated with *DICE* for *Battlefield* are back to pump out some future war.

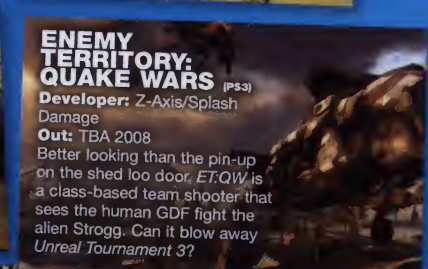


#### ENEMY TERRITORY: QUAKE WARS (PS3)

**Developer:** Z-Axis/Splash

**Out:** TBA 2008

Better looking than the pin-up on the shed loo door, *ET:QW* is a class-based team shooter that sees the human GDF fight the alien Strogg. Can it blow away *Unreal Tournament 3*?

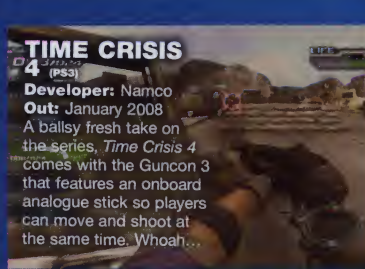


#### TIME CRISIS 4 (PS3)

**Developer:** Namco

**Out:** January 2008

A ballsy fresh take on the series, *Time Crisis 4* comes with the Guncon 3 that features an onboard analogue stick so players can move and shoot at the same time. Whoah...

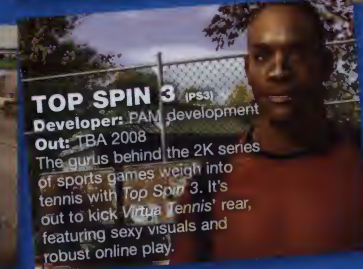


#### TOP SPIN 3 (PS3)

**Developer:** PAM development

**Out:** TBA 2008

The gurus behind the 2K series of sports games weigh into tennis with *Top Spin 3*. It's out to kick *Virtua Tennis*' rear, featuring sexy visuals and robust online play.

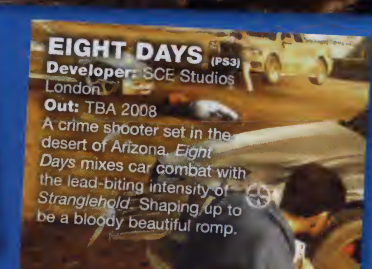


#### EIGHT DAYS (PS3)

**Developer:** SCE Studios

**Out:** TBA 2008

A crime shooter set in the desert of Arizona, *Eight Days* mixes car combat with the lead-biting intensity of *Stranglehold*. Shaping up to be a bloody beautiful romp.



#### DARKSIDERS: WRATH OF WAR (PS3)

**Developer:** Vigil Games

**Out:** TBA 2008

A post apocalyptic action blast, it stars badass War, one of the four horsemen of the apocalypse, who's out to even the score after a nefarious double cross.

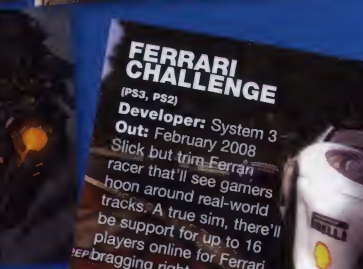


#### FERRARI CHALLENGE (PS3, PS2)

**Developer:** System 3

**Out:** February 2008

Slick but true Ferrari racer that'll see gamers hoon around real-world tracks. A true sim, there'll be support for up to 16 players online for Ferrari bragging rights.

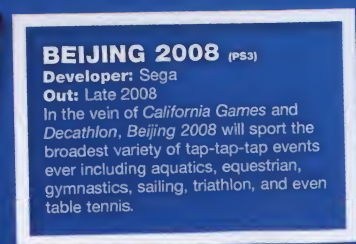


#### BEIJING 2008 (PS3)

**Developer:** Sega

**Out:** Late 2008

In the vein of *California Games* and *Decathlon*, *Beijing 2008* will sport the broadest variety of tap-tap-tap events ever including aquatics, equestrian, gymnastics, sailing, triathlon, and even table tennis.





# ANIMEBLITZ

AVAILABLE NOW!



## FULLMETAL ALCHEMIST

THE MOVIE: CONQUEROR OF SHAMBALLA  
AND  
COLLECTION 2 (Volume 7-13)

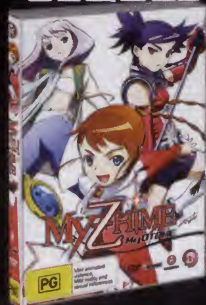
Back by popular demand, the  
feature-length conclusion to one of anime's  
most-popular series!



Manga comic, apparel range,  
Nintendo DS game also available



THE ACTION-PACKED  
SEQUEL TO MY-HIME!



PRODUCTION  
BY HIT-FACTORY  
STUDIO SUNRISE  
(COWBOY BEBOP,  
ESCAFLOWNE,  
GUNDAM)



UNLOCK THE POWER  
OF THE HIME!



THE EXCITING  
CONCLUSION  
TO THE ANIME  
THAT TOOK  
JAPAN BY  
STORM!

PG



THE COMPLETE COLLECTION  
OF THIS FAN-FAVOURITE  
SERIES IS HERE!



FROM KEN  
AKAMATSU,  
CREATOR OF THE  
BEST SELLING  
LOVE HINA

M

STAY IN THE LOOP.  
JOIN THE MADMAN MAILING LIST.

[www.madman.com.au/newsletters](http://www.madman.com.au/newsletters)



LISTEN TO  
MADMAN'S PODCAST

[www.madman.com.au/snacktime](http://www.madman.com.au/snacktime)



PICK UP THE LATEST ISSUE IN STORES NOW!



CHECK OUT THE LATEST GEAR FROM

otaku Wear  
[otakuwear.com.au](http://otakuwear.com.au)

For more info on all things anime, visit [www.madman.com.au](http://www.madman.com.au)



MADMAN



**MediEvil**  
**Last seen: 2005**

**WRC**  
**Last seen: 2005**

**Twisted Metal**  
**Last seen: 2005**

**Max Payne**  
**Last seen: 2003**

**Destruction Derby**  
**Last seen: 2004**

**Jak & Daxter**  
**Last seen: 2005**

**Rugby League**  
**Last seen: 2005**

**Developer:** Treyarch  
**Out:** TBA 2008  
No *Casino Royale*, but gaming juggernaut Activision is on board to bring us a Bond game next year. Will it be first or third person? Can it finally topple *GoldenEye*? Stay tuned.

**Developer:** Capcom  
**Out:** TBA 2008  
Capcom's legendary franchise swings onto PS3 in the third-person. Set to feature the series' trademark bionic-armed commando, expect this to be a Spider-Man-esque bullet-and-boom based extravaganza.

**Developer:** Team Bondi  
**Out:** Late 2008  
Los Angeles, in the post-war 1940s. A series of murders. You, the hardboiled detective, on free-roaming missions to solve them. Unique gameplay, stunning visuals and, of course, cinematic noir make this something to anticipate.

**Developer:** The Creative Assembly  
**Out:** Early 2008

At the visceral satisfaction of a hack'n'slash, *Masters of the Epic Battle* have taken their latest creation to Asgard, where you will do battle with the Gods, leaving a trail of death and destruction in your wake.

**Developer:** Monolith  
**Out:** Early 2008

Sometimes there's only one man for the job, and Ethan Thomas is called back to work to find his missing partner. Like its predecessor, *Bloodshot* features unique melee combat, but this time, you can take it online and fight your mates to the death.

**Developer:** DICE  
**Out:** 2008

This ain't your normal FPS – the gameplay concentrates on the avatar itself, and tries to recreate a very real simulation of human movement. You play as courier Faith, transporting secret documents through an authoritarian dictatorship.

**Developer:** EA Redwood Shores  
**Out:** 2008

Isaac Clarke is being sent on a seemingly routine mission to fix the comms system on a deep space mining ship... only to find the crew slaughtered by an alien infestation. Inspired by *Event Horizon*, *Alien*, *The Thing*, *Resident Evil*, *Silent Hill*... sounds good.

**Developer:** Widescreen Games  
**Out:** TBA 2008  
The film and TV series is finally scheduled to get its own sword-and-balls action game. No hard details have been announced, but surely Christopher Lambert will feature. He's not doing anything else...

**Developer:** Crystal Dynamics  
**Out:** 2008

The cliffhanger ending of *Tomb Raider: Legend* left us gasping for more, and Eidos is going to pony up the goods. Few details have been released, but we do know that Lara will undergo yet another makeover...

**DARK** (PS3, PS2)  
**Developer:** Eden  
**Out:** January 2008  
 One of the very first ever survival horror games is about to make a comeback. We're interested to see what one of the precursors to *Resident Evil* and *Silent Hill* has in store...

**Developer:** Capcom  
**Out:** TBA

There hasn't been a new *Streetfighter* game in eight years. Well, it's finally here, and just the way you remember. Though the characters will be rendered in 3D, it's still the same side-scrolling 2D beat-'em-up we all know and love.

**Developer:** Square-Enix  
**Out:** TBA

The teaser trailers at the end of *Kingdom Hearts 2* did have a purpose. Three Keyblade apprentices, before the time of Sora, have gone off in search of their missing Keyblade master and his apprentice.

**Developer:** Krome Studios  
**Out:** Early 2008

Hellboy is one of the coolest characters of all time, so this game could be awful and we'd still play it. But who doesn't love a brawl? And best of all, it features co-op multiplayer both on and offline. Boo-yah!

**Developer:** Volition  
**Out:** TBA  
Right on baby! The only thing we know about this game is that it's currently being developed by Volition. That's it. Still, we're super-excited at the destruction next gen GeoMod technology ought to bring us. Get your ass to Mars!

**Developer:** DICE  
**Out:** TBA 2008  
It's *Battlefield* on PS3! Apart from the usual swanky load of online multiplayer chaos, this'll also feature a fleshed out single-player Campaign. Destructible environments will take centre stage.

**Developer:** A2M  
**Out:** Early 2008  
Tattooed beer-swilling gun-for-hire Rubi will give Lara a run for her money with her gunslinging acrobatics. It gets better, she has a sword. Non-stop action, stunning visuals and a hot mercenary. It don't get much better than that.

**Developer:** The Collective  
**Out:** 2008

*Silent Hill V* features a war vet as the protagonist. Given that this is the first time they're using a main character who has combat experience, and the monsters that infest Silent Hill are usually products of the protagonist's damaged psyche, it looks to be really damned cool.

**Developer:** Ready At Dawn  
**Out:** Mid 2008  
Before he took on Ares, Kratos spent 10 years in servitude to the Greek pantheon. Travelling to lands no mortal has yet seen he must battle with the most fearsome monsters in Greek mythology...

**Out:** TBA  
It's war-torn Germany (of course), and you're deep in hostile territory. Those pesky Nazis are experimenting with technology and the supernatural. Your mission, soldier, should you choose to accept it: slaughter each and every last one of them.

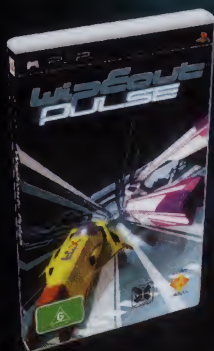
**Developer:** LucasArts  
**Out:** Mid 2008  
Casting you as Darth Vader's secret apprentice, *The Force Unleashed* promises to delve deeper into the history of the *Star Wars* galaxy and Vader himself. Assist Vader in his quest to rid the galaxy of Jedi.

**Developer:** Secret Level  
**Out:** Early 2008  
Even though the era of games based on movies is always being disastrous is still with us, it should AT LEAST be better than *Superman*. Plus you get to fly around bristling in super-artillery.



WipeOut Pulse is a trademark of Sony Computer Entertainment Inc. All rights reserved. Developed by Sony Computer Entertainment Inc. for the PlayStation Portable. © 2005 Sony Computer Entertainment Inc. All rights reserved.

wipeoutpulse.com



## ADRENALINE STARTS WHERE GRAVITY ENDS

The iconic anti-gravity combat racer is back with 12 new reversible tracks, 8 high-octane teams, new high-tech weapons, wireless & online play for up to 8 players and no less than 7 breathtaking game modes. Plus a pumping soundtrack from the likes of Kraftwerk, Stanton Warriors, Aphex Twin and Booka Shade.

WipeOut Pulse, adrenaline-fuelled combat racing.





# FORTUNE TELLER



**ZORAIDAR**  
PSYCHIC PHENOMENON

# 2008: PREDICTIONS

So how is it all going to go down this year? Who will be the big winners and losers when we sit back and take stock in 12 months time? After a moderate amount of internal squabbling, here are our thoughts. Naturally, we won't hesitate to take credit for predictions that actually pan out and everything we're wrong about we'll ignore and bank on you not remembering. Ahem...



## NAZ

In 2088 we'll use time machines to vacation in the past and pick up chicks by saying, "Hey babe, I'm from the future. Check out my watch – it's got a calculator on it." Wait... 2008 you say?

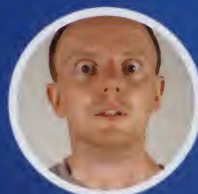
Well, it hardly takes psychic skills to say that *GTAIV* will be a blockbuster hit of epic proportions but I'll go a step further and predict that after spending six weeks at number one, it will remain firmly entrenched in the Top Ten chart for the remainder of the year. Microsoft will also prematurely announce the Xbox 3's 2009 release. Idiots.



## LUKE

With 2007 a teething year in the scheme of things, 2008 will likely be the year the storm breaks. Install bases will rise and developers will start turning a decent profit on PS3 games.

*GTAIV* will hit like a sledgehammer and be the biggest hit of the generation, *Rock Band* will worry Activision more than it lets on, we'll get a first look at *Assassin's Creed 2* before 2009, *Ghostbusters* won't be quite as good as we want it to be but *Brütal Legend* will, and *Call of Duty 5* will be set in the Pacific theatre of WWII.



## MARK

To be perfectly honest, I don't think anyone could claim that Sony had a *great* launch year in 2007. It was solid, but nothing earth shattering. 2008, I believe, is the year when the PS3 will push into the stratosphere. Everything's in place: a workable price point, a more HD aware Australia, and a laundry list of absolute top notch exclusives on the way. At the moment there is about 6-7 million PS3s in homes across the globe – I wouldn't be surprised if Sony triples that number by the end of 2008. You heard it here first.





playstation.com.au

eyeofjudgment.com

THE EYE OF JUDGMENT™ ©2007 Sony Computer Entertainment Inc. All rights reserved. Published by Sony Computer Entertainment Europe. "PS" and "PLAYSTATION" are registered trademarks of Sony Corporation. SCE90994/005M

# THE EYE OF JUDGMENT™

Your cards hold the power and the PlayStation® Eye is the key to unleash it. Plan your strategy, bide your time and strike when unexpected. Watch the creatures rise and attack before your eyes in the ultimate 3D battle. The Eye of Judgment's decision is final.

**PG**

Mild themes,  
mild fantasy  
and violence



Expand your collection with additional booster packs.



*This is living*

PLAYSTATION 3



# OPS

## Crossword

### Sorting the Awesome from the Effeminate since 1995

Well sir, we were chugging the fire-water the other night talking/arguing over who knew more about PlayStation culture. Naz seemed to think his domination of multiplayer festivities automatically made him the man. Luke presented some extremely unsettling ultrasound photos showing him inuetero with a controller in the hand. Mark undid many years of expensive therapy sessions by

flashing his trademarked (X, A, C, D) birthmark – trust us, you don't need the location. Adam was confident that his elite *Barbie Race and Ride* skillz made him the king-ding-a-ling. Oh sure, Anthony, James and Phill were present – but they all displayed their non-believer status by pansying out of the argument entirely by scoring a lift home with a tour bus load of Swiss lingerie models. Unworthy bastards.

Before things could turn into a pistols at dawn affair (which could've easily happened because Luke always straps his nine), we realised that we could end the fussin' and a-feudin' with the ultimate test: our often copied, but never duplicated, patented PlayStation WORD-ACROSS-O-MAJIG.

So join us dear readers as we sort the men from the girly-men. Allocate yourself a twenty minutes to complete it, and see

how (or if) you rate in this PlayStation general knowledge test. The questions cover multiple PlayStation hardware, multiple eras and multiple genres. And remember serious contenders; Wikipedia is for tools, and as such, voids you from all future 'Majig' events. Those readers who are old enough can also award themselves 10 bonus points if they chug a beer immediately before attempting the quiz.

#### Headin' Horizontal

2. In *Resident Evil 4* Leon is questing to rescue the ..... daughter
4. Your dad in *We Love Katamari* is 'The King of All .....
7. In *Ace Combat X* on PSP Aurelia is ..... by Leasath.
9. *OutRun 2* on the PS2 features the Ferrari used in the original game, the .....
10. *Final Fantasy X* introduced a new leveling system called the ..... grid system
13. A kinky peripheral released in Japan for *Rez*: 'the Trance .....
15. *Need for Speed Carbon* introduced a dangerous event called ..... racing
17. Fight Night Round 3 had mucho product placement; it featured 'the ..... king' as a trainer
19. Which Williams sister *didn't* feature in a dodgy *Tekken* spin-off game
21. Name of the break dancer with a gasmask in *Bust a Groove* on PlayStation
24. The name of your trusty steed in *Shadow of the Colossus*
26. The name of the Sony copy-protection technology used on PS2 memory cards
27. Epic song in *Guitar Hero II*, and an awesome heckle request for live performers
28. The three stances in *Heavenly Sword*, Speed, ....., and Power
30. *Virtua Fighter 5*'s new addition, Eileen, uses which style of kung fu?
34. Annoying rapper in *GTA: San Andreas*, O.G. ...

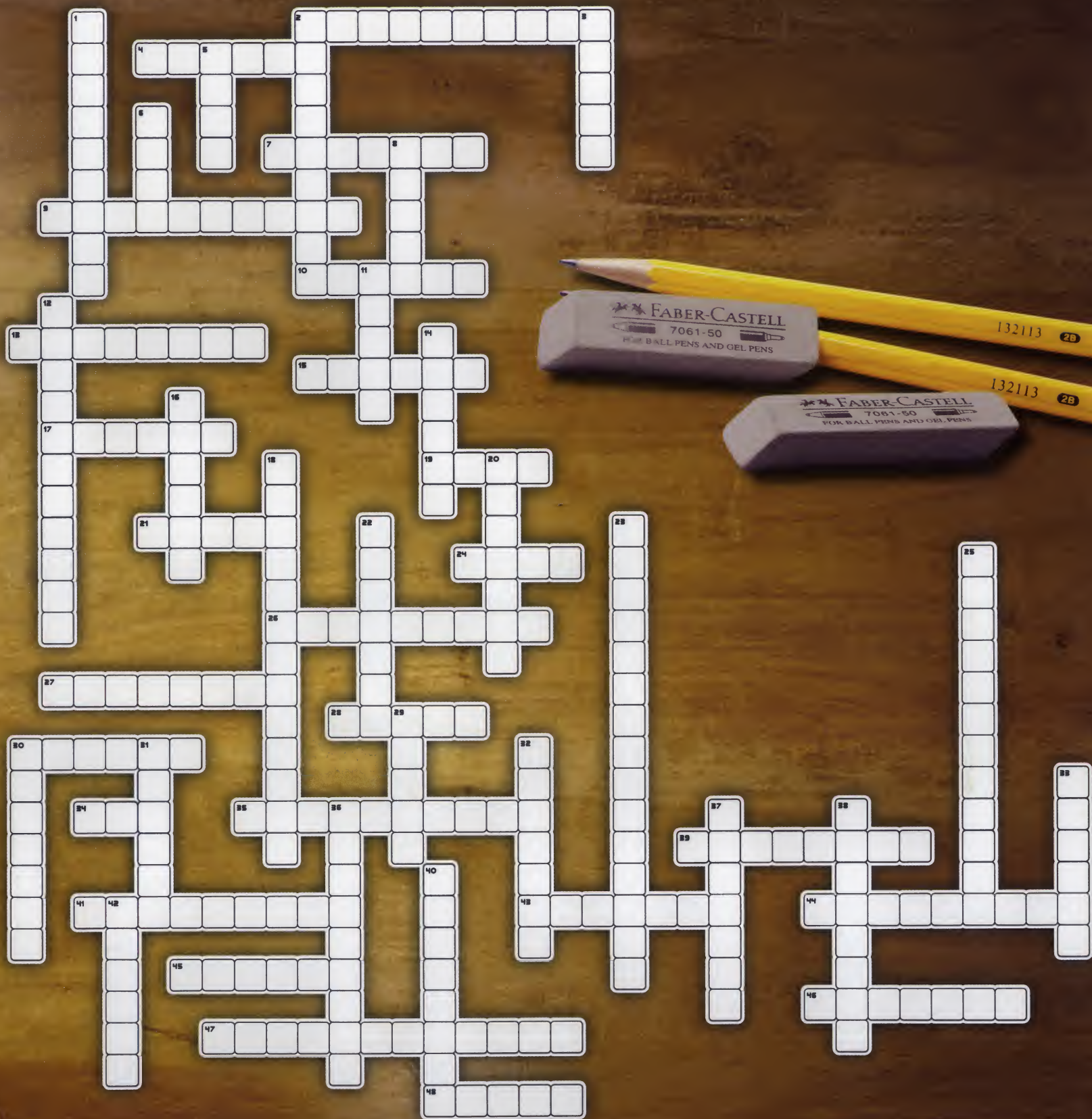
35. Which cathedral got *Resistance* into trouble?
39. Elite Special Forces unit in *Metal Gear Solid*
41. The PSP version of *Breath of Fire III* uses an ..... viewpoint
43. *Pro Evo* is originally called ..... Eleven in Japan
44. Game title: *Jak & Daxter: The ..... Legacy*
45. Hilarious talk back radio host in *GTAIII*
46. Get in touch with your inner redneck by playing ..... *Dangerous Hunts*
47. PSX was an early developmental acronym that stood for 'PlayStation .....
48. The *Tony Hawk* game that introduced the revert move

#### Goin' Down

1. In *Silent Hill 4* you were trying to escape from your haunted .....
2. The development team for *Rollcage* and the first *Wipeout*, P.....
3. Which *FIFA* installment introduced an indoor pitch option: 199x?
5. The different models of PlayStation consoles all have this prefix
6. Smash-em-up PS2 racer that doesn't believe in seatbelts, ....Out 2
8. A new feature introduced in *Kingdom Hearts II* was the "..... Gauge"
11. Ico gets sacrificed by his village because he has...
12. In *Vagrant Story* on PlayStation your character was an elite R.....

14. What species is Ratchet?
16. What is the self administered super drug used in PS3's *Haze*?
18. What is the PSP/PS3 Menu system (the 'XMB') unabbreviated? X.....
20. *Legacy of Kain Soul Reaver* was set in the land of 'N.....'
22. The wrestlers on the cover of *WWE SmackDown vs Raw 2006*: John Cena and .....
23. A four player co-op, yet to be unreleased, game that we would give our left nuts to have
25. The name of the snuff movie making nemesis in *Manhunt*
29. Protagonist in *Metal Gear Solid 3: Snake eater*: '..... Snake'
30. Allegedly the PS2 had components that could guide a ballistic .....
31. The Suzuki hill climber with the big arse wing in *Gran Turismo 3*
32. A multiplayer-only powerhouse that features some epic *Top Gun* dog fights
33. Your only form of defence in *Project Zero* is a '..... Obscura'
36. In *Sly Raccoon* your nemesis was a mysterious robotic owl called 'C.....'
37. In *God of War* you twisted the heads off '.....' before they could petrify you
38. The summonable monsters in *FFVIII*: "..... Forces"
40. *MotorStorm* is a fictional festival held in the real life M..... valley
42. Dante and Virgil are the sons of a demon destroying dude called .....





## So how good are you?

**0-5 correct:** So...er... how long have you owned this 'Sega Playing Station'?

**6-10 correct:** Really? You're a big fan of the 'Tom Hanks Skateboarding' games?

**11-15 correct:** Rejoin us when you've gotten yourself a television tan. Outsider

**16-20 correct:** There's potential; but something, possibly a wife, holds you back

**21-25 correct:** Gamer Alzheimers Syndrome (or GAS) is a silent disease

**26-30 correct:** The midichlorians mark you Padawan. But are you the chosen one?

**31-35 correct:** People pay protection money rather than face you in multiplayer

**36-40 correct:** Future archaeologists will ponder the arse print in your chair

**41-45 correct:** You nailed DragonForce in *GHIII* on expert with your teeth

**46-48 correct:** Dude, you could 'draw game' Chuck Norris in a *Tekken* match

**49 or 50 correct:** Prophecies foretold your birth, lead us to salvation, über gamer!  
That, or you cheated. Come on, you're only cheating yourselves people...



# BRÜTAL LEGEND THE MAN... THE MY

**W**hat's best in life? To crush your enemies? To see them driven before you? To hear the lamentations of the women? Well, while all these things are undoubtedly fun and fulfilling good times, we can't help but disagree with that Cimmerian monstrosity Conan. To us pale, pasty lurkers at OPS Towers what's best in life is a game that combines an innovative zeal with a gameplay ethic that constantly surprises, and the very minute we first laid our beady eyes upon *Brütal Legend* we knew we had that type of game on our hands.

Combining the irreverent, yet respectful, tone of movies like *This Is Spinal Tap* and *School of Rock*, *Brütal Legend* is an ode to heavy metal music, coated with all the Nordic

mythology that made the genre so fun and unintentionally hilarious. Combine this with a main character voiced by (who else?) Jack Black, and a supporting cast riddled with old hands from the world of Metal, and it's easy to predict *Brütal Legend* is shaping up to be a quirky masterpiece.

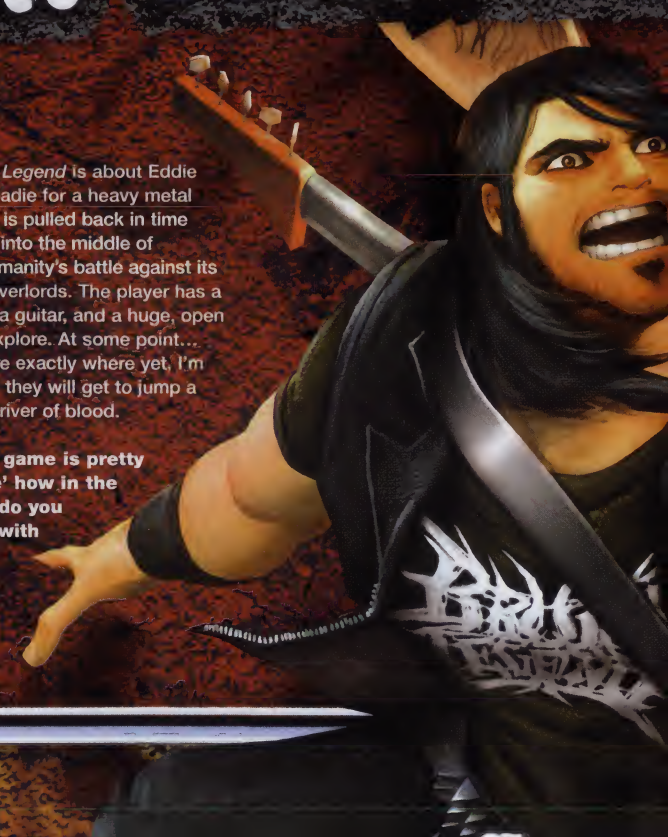
Speaking of 'brutal legends', we got the chance to sit down with the game's creator Tim Schafer, also the man behind the batshit insane *Psychonauts*, and genre-defining PC games such as *Full Throttle* and *Grim Fandango*. He had plenty to say about his latest creation.

**OPS: So Tim, could you tell us about your crazy new game *Brütal Legend*?**

**TS:** *Brütal Legend* is about Eddie Riggs, a roadie for a heavy metal band, who is pulled back in time and thrust into the middle of ancient humanity's battle against its demonic overlords. The player has a broadaxe, a guitar, and a huge, open world to explore. At some point... I'm not sure exactly where yet, I'm pretty sure they will get to jump a car over a river of blood.

**OPS: The game is pretty 'out there' how in the blue hell do you come up with these ideas?**

**TS:** Heavy metal and fantasy





# TRAIL END<sup>TM</sup> TH... THE LEGEND...



and videogames overlap in so many different ways already, it's really not such a strange idea to set a game in a metal fantasy world. Seems

so obvious to me, I really don't know why it hasn't been done before. See? It's just logic.

It's not like there's an invisible leprechaun that sits on my shoulder, whispering game ideas into my ear.

I WISH that little jerk would say something useful for once.

**OPS:** You are the head of your own studio, does this make it easier for you to make something so different (like *Psychonauts* or *Brütal Legend*)?

**TS:** Really, the effort of making

something unique is the same wherever you are. At some point you have to convince somebody with money that your idea is a good investment for them, whether that person is internal or external to your company. If you work at a publisher, you have to find someone supportive in upper management. If you're an independent developer, you have to find a supportive publisher. If you're lucky enough to do that, you get to make your game.

The great thing about having an independent studio that works on original properties is that you can attract really creative talent. You get people who want to come work at your company purely because they like the kind of games you are making. And that helps you



build a great team, and that's what really allows you to make creative, original games.

**OPS:** Getting all these huge high profile rockers to voice characters is a real coup, how did you get these guys on board and what does it mean for the game to have such a celebrity-laden cast?

**TS:** The first person involved was Jack Black. I was nervous about pitching the game to him, but deep down I had this gut feeling that he'd like it. Watching his work in films and with Tenacious D, I got the impression that this would be right up his alley. And sure enough, when I showed him the art and talked about the story and the character Eddie Riggs, he was into it. And that was the beginning of a little heavy metal snowball that we rolled and rolled until it became the giant ball of megastars it is now. That's right. A GIANT BALL OF MEGASTARS. What it means to the game is two things. One: more people will undoubtedly hear about the game and want to check it out. Two: metal fans playing the game will unsuspectingly come around a corner and be confronted with Lemmy and their heads will spontaneously explode.

**OPS:** Jack Black will be voicing the main character, which is great since this sort of thing seems like something out of a Tenacious D song. Has he had any input into the game at all?

**TS:** Even before he was directly involved with the game, he was an inspiration for it, and the character was written for him. But then when he shows up in the studio he brings it to a whole new level. He really gets into the part and creates it there on the spot. He improvises a lot of extra

**TS:** We were working on this game back before the first *Guitar Hero* game was announced, and when that game showed up, my first thought was, "Oh, crap. Someone else is making our game!" But it turned out to be such a different game from ours, it wasn't a problem. And when it became a huge hit, it made things much easier for us. People who thought we were nuts talking about metal in 2005 suddenly wanted to talk again. So it's definitely been a good thing.

back with him through time, and it turns out in this heavy metal world, this average guitar has the power to summon fire, lightning and all kinds of insanely destructive pyrotechnics.

**OPS:** Will the game feature a 'rawkin' soundtrack of old school rock songs, and will any new songs be featured?

**TS:** The final soundtrack is TBD, but let me just say it will be awesome, and already has some of my personal all-time favourite metal songs on it.

**OPS:** You have major roots in the adventure genre, will *Brütal Legend* have any of these elements in the gameplay?

**TS:** It will hopefully have the things that mattered to me most about those games, and that is: a compelling world, and characters that feel real. And humor. And great voice acting, and sound and music. And a code wheel for copy protection. (Okay, that last one was just a wish. But wouldn't that be great?)

**OPS:** You were probably the creator of the last great 'true' adventure game, do you see this genre having a future on consoles at all?

**TS:** Maybe. Who knows? That Wiimote definitely makes pointing and clicking possible. But you know, it also makes about a million other things possible as well. So why not try to think of something new instead? ♪

## ...HE (JACK BLACK) HAS A LOT OF INPUT IN THAT HE REALLY IS EDDIE RIGGS...

material and it's all perfect for the character. So he has a lot of input in that he really IS Eddie Riggs.

**OPS:** Rockin'. It seems like there's a pretty strong 'Rock Revival' thing going on, with people and new bands looking back at '70s/'80s rock with nostalgia (games like *Rock Band* and *Guitar Hero* seem to take advantage of this). Do you think this will help or hinder *Brütal Legend* in any way?

**OPS:** Can you tell us about the main character Eddie Riggs, and the kind of weaponry he'll be wielding in the game?

**TS:** Eddie is that kind of roadie who can fix anything, and make anything work. He's used to working in strange settings under extreme circumstances, so being pulled back in time to a barbaric wasteland is only a slight stretch for him. He's not even that surprised to find out that he's really good with a double-bladed broad axe. But he is. Really, really good.

Besides the axe, Eddie has his car – a hot rod deuce with which he can run down his enemies, and later upgrade with weapons. Also, he brought a guitar

■ Stonehenge: where a man's a man, and the children dance to the pipes of Pan...



■ "...how 'bout the power to kill a yak from 200 yards away... with mind bullets! That's telekinetics, Kyle!"



■ "How dare you! Scorpion RULE!!!!!"







inside everyone there's a SingStar



### Mild sexual references

singstar

[singstargame.com](http://singstargame.com)



*This is living*

PLAYSTATION®3



# ONLINE

The latest PS3 Network news, online reviews, reader online section and more!

## WHAT'S NEW?

The latest PlayStation Store goodies

### Accessing overseas PlayStation Stores

It's important to know that you don't have to get by with just the downloads on the Australian PS Store. You can setup overseas profiles on your PS3 and simply sign in to access the extra content available on the US and Hong Kong stores. To do this simply set up a new profile and enter an American or Hong Kong address. This way when you access the store using this profile you will be taken to the overseas stores. What's also cool is that once you start a download from an overseas store, you can switch back to your main Australian profile, start playing a game, and it will continue to download the content you started with a different profile.



### Aussie Store

There's an absolute wealth of new content on the Aussie Store to see you through the holidays and beyond. As usual the most exciting content is the demos. *Burnout Paradise* hogs the glory in this department with a stunning teaser that includes three different events and a good chunk of the city to roam around. Other demos include *Conan*, *Kane & Lynch* and *NBA 2K8*. There's a good swag of new PSN-specific games like the puzzle game *Piyotama*, and the poker antics of *High Stakes On The Vegas*. The new downloadable content for *MotorStorm* and *Folklore* is worth a look also (although, *MotorStorm* has been guilty of a few too many overpriced downloads). Don't forget to browse through the new range of wallpapers and themes too.



### USA/Japan Store

While the Aussie Store has had a great month, the same can't be said of the overseas Stores. The highlight is probably the full version of *Gran Turismo 5 Prologue* on the Japanese Store, but as with all pay items this one won't be any good to you unless you have access to a Japanese credit card. Other than a stack of *NFS ProStreet* and *Rock Band* downloadable content (that you're unlikely to be in a position to buy) the only new gaming items are new trailers for *Burnout Paradise* and *Tony Hawk's Proving Ground*. A *Devil May Cry 4* demo is due to be released soon though, and may even be up as you read this.

## NFS PROSTREET

Drag yourself online

Taking a similar approach to *Juiced 2*, everything you can do offline in *Need for Speed ProStreet* against the computer you can do online against strangers. You can create or join race days and burn rubber until your tiny heart explodes with joy.

Unfortunately, whenever vehicles begin clumping together on track (and especially at the beginning of races) opponents' cars tend teleport all over the track like someone flicked the strobe light at a wacky automotive disco. It was definitely a put off, although once you get a little track to yourself things run significantly smoother. No, the biggest problem we had with the game wasn't a technical one, it was fellow racers. Maybe we just had a couple of bad stints, but our opponents always seemed too eager to turn our regular racing into a full-contact sport. This tends to turn what's meant to be a semi-serious racer into a destruction derby. We'll admit, we weren't saints in that department either. After an unjustified thump in the rear we were more than happy to line up the



prick who tried to knock us out and T-bone him at 200km/h as he turned into an upcoming apex. It made us feel good.

The drag racing is better, but truthfully, it's really more enjoyable offline (unless you're playing against mates). That said, at least we never had a single problem finding a game. The same, sadly for THQ, can't be said about *Need For Speed ProStreet*'s main rival, *Juiced 2*.

★★★

## Pro Evo 2008

They left their boots at home

It's cataclysmic. The sugary darling of the football universe is nothing but a bone-skinned hoochie mamma online. Not one, but two prickly pines in the pants await those poor buyers of Konami's *Pro Evolution Soccer 2008*.

The first prickly pine is located directly under the love spuds. Notably you can't waltz into the *PES2008* lobby and just play anyone – no really. There are only ever a few games on the go, and overseas Eurotrash with connection speeds as enticing as your Uncle Herb's toe jam host them. More to the point we've yet to find an Aussie player. If you want to play online you'll have to contact a mate who owns the game and arrange a time to meet in a room. Lame.

The second prickly pine is located further back in the pants and is a right pain in the arse. To play online you've got to register a bunch of info with Konami, including a new player handle. Once done, this information is bound to that specific copy of the



game thanks to a registration code. So if you sell the game later on, you sell your handle. Double lame.

Yes, Konami has released a 130MB patch, but it has only provided offline improvements to frame rate with no obvious changes to the game's wonky Network mode.

All things considered, this is the worst online game on the PS3. Perhaps *PES*'s creator, Seabass, should go jump in the lake?

★

## OPS READER SECTION

Get your game on with other OPS readers

AxleF – Resistance  
BtFaLoN\_2007 – Resistance  
bounti – MotorStorm  
dJAmZz – Warhawk  
Cam4v – Resistance  
Cosgrove – Resistance  
EBK – MotorStorm

foxymophandlmama – Res  
iriquois – Resistance  
Jaz12 – Resistance  
Jase619 – Resistance  
Malifcan – MotorStorm  
MrTerminator – Resistance  
Phoenixavenger – Resistance

PSIress – Res  
Shags666 – Res  
sir\_gazman – Resistance  
Stinkfire – Resistance  
tails-4 – Warhawk  
turbo180 – Resistance  
Vauto – Resistance

**FYI**

Please don't feel left out if we can't add you to our friends list because they max out at 50 and ours are often full.





Syphon Filter: Dark Mirror, the award winning PSP® game is now available on PlayStation®2.



[www.yourpsp.com](http://www.yourpsp.com)



Moderate  
themes,  
Moderate  
violence

## YOU CAN'T HIDE FROM YOUR SHADOW

Gabe Logan is back, but this time he's not alone. Whether you're being hunted by a secret agent in your mission to locate a terrifying new weapon, or up against fellow agents in 8 player online match-ups, your every move is being watched. Keep your allies close and your enemies closer. Remember, you're not the only one watching your back.

[syphon-filter.com](http://syphon-filter.com)

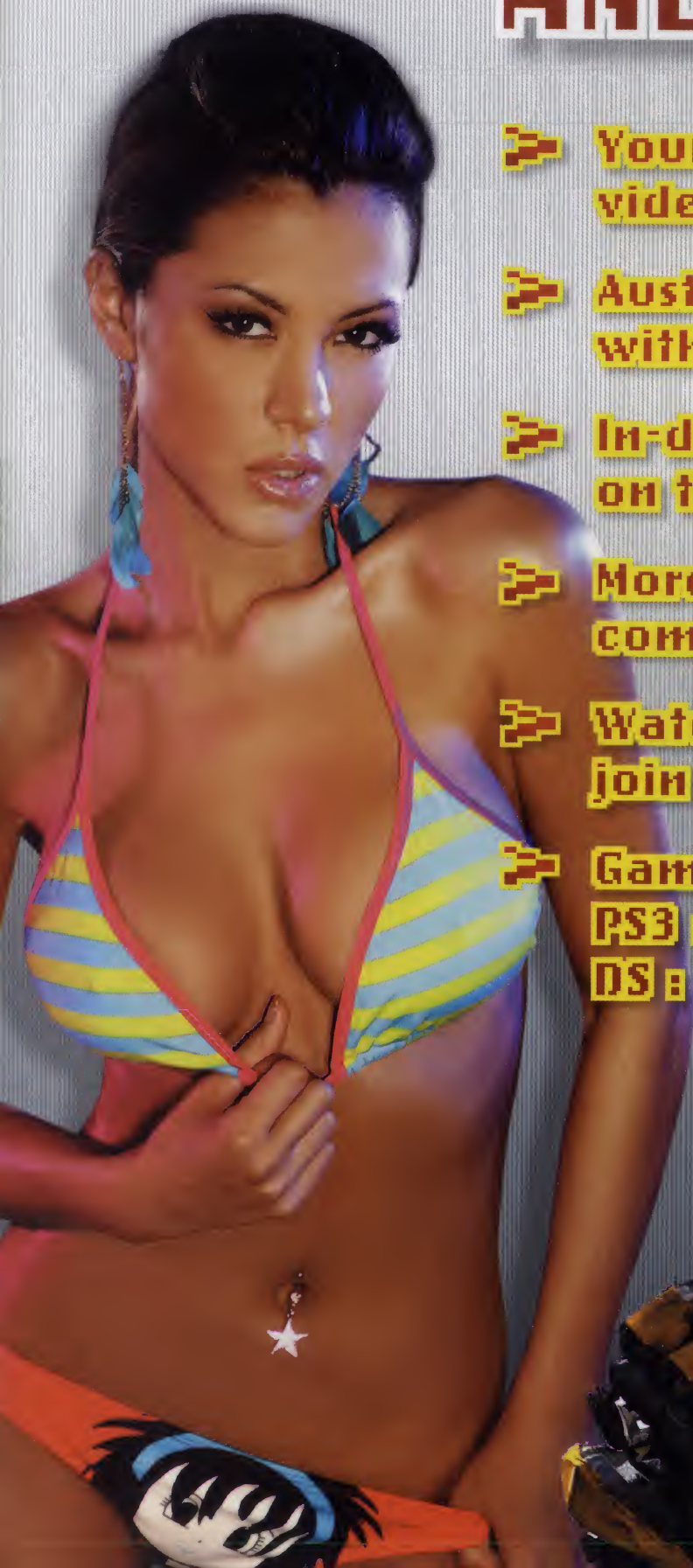


PS2 and "PLAYSTATION" are registered trademarks of Sony Computer Entertainment Inc. in the U.S. and other countries. Syphon Filter is a registered trademark of Sony Computer Entertainment Inc. in the U.S. and other countries. Syphon Filter: Logan's Shadow is a trademark of Sony Computer Entertainment Europe. Developed by Sony. Syphon Filter is a trademark of Sony Computer Entertainment Europe. All rights reserved.



# AUSTRALIA'S NO.1 SITE FOR GAMING NEWS AND REVIEWS

- Your portal to the world of video games and film
- Australia's top games journalists with unbeatable inside info
- In-depth reviews and previews on the latest games and movies
- More than 10 fantastic competitions each month!
- Watch trailers, get cheats and join the Gameplayer community
- Games, movies, every format:  
PS3 : PS2 : PSP : Wii :  
DS : PC : X360





# gameplayer

Home **PS3** PS2 Xbox 360 Wii DS PSP PC Film Forums

## LOGIN

username

password

☐ Remember login

Login

[Forgot your password?](#)

[Click Here](#)

Register

NEWS | PREVIEWS | REVIEWS | FEATURES | MEDIA | TIPS & CHEATS

ADVERTISEMENT

## PlayStation®

Official Magazine - Australia

**SUBSCRIBE NOW - CLICK HERE!**

## Latest...



## Today's head

- ▶ Online Play for Guitar Hero
- ▶ 4 Supercars For SEGA
- ▶ Tom Morello In Guitar Hero
- ▶ Rumour: Online Co-Op Mode
- ▶ Grateful Dead Rocking
- ▶ Winners are Grinders
- ▶ Latest Official PlayStr
- ▶ Mercenaries 2 De
- ▶ New Kane And
- ▶ Weekend Priz
- ▶ Win 100 games

## Reviews

**PLUS!**

LATEST SCREENSHOTS, TIPS  
& CHEATS, FEATURES, POLLS,  
BUSY FORUMS, CHARTS  
AND LOTS MORE!

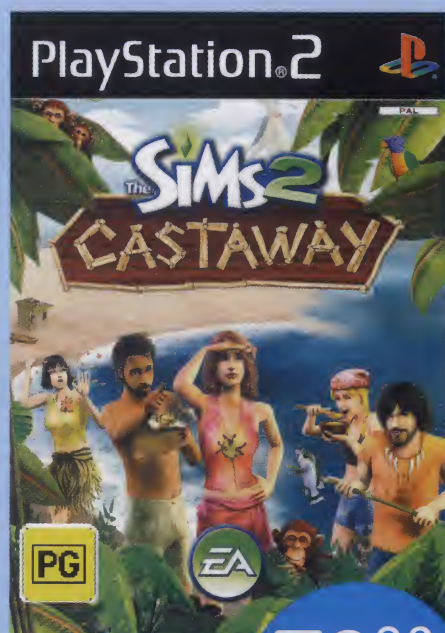
NEW MOVIE AND  
DVD SECTION!

**gameplayer.com.au**  
are you one?



LATEST PLAYSTATION RELEASES AVAILABLE AT:

# BIG W



78<sup>83</sup>

EVERYDAY LOW PRICE



78<sup>83</sup>

EVERYDAY LOW PRICE



93<sup>84</sup>

EVERYDAY LOW PRICE



93<sup>84</sup>

EVERYDAY LOW PRICE



Price includes Microphone and Game Bundle. Standalone game \$58.84.

98<sup>84</sup>

EVERYDAY LOW PRICE



108<sup>84</sup>

EVERYDAY LOW PRICE



For more game reviews, visit [www.bigw.com.au](http://www.bigw.com.au)

**ADVERTISED MERCHANDISE POLICY** BIG W MAKES EVERY EFFORT TO ENSURE STOCK IS AVAILABLE WHEN ADVERTISED. HOWEVER, IF AN ITEM IS UNAVAILABLE WE'LL OFFER TO SELL YOU A COMPARABLE ITEM (IF AVAILABLE) WITH THE SAME REDUCTION IN PRICE AS THE ADVERTISED ITEM. SAVINGS MAY VARY SLIGHTLY TO THOSE SHOWN. SOME STYLES, COLOURS AND SIZES MAY NOT BE AVAILABLE AT ALL STORES. ACCESSORIES NOT INCLUDED. SOME LARGER ITEMS ARE SOLD BOXED AND REQUIRE ASSEMBLING. WE RESERVE THE RIGHT TO LIMIT PURCHASES TO REASONABLE RETAIL QUANTITIES. COMMERCIAL QUANTITIES NOT SUPPLIED.



# REVIEWS

 in association with  
**BIGW**

## REVIEW RATINGS

**01** Reserved for the very worst that developers have to offer.

Essentially, anything that receives this score has no redeeming qualities whatsoever. A game receiving this score could not possibly be any worse, unless it was broken from the outset (or gave you cancer, or killed your dog). A game that should never have even survived its first pitch – as bad as it gets.

**02** A terrible, terrible game. There may be one or two

things about this game that work, or aren't actually broken, but they are so hopelessly outnumbered by the sheer quantity of badness that they basically cease to exist. Maybe it has a clever name, maybe the concept was sound – but virtually every single thing about it is bad beyond belief. Not worth the effort.

**03** Very disappointing. A game with this score is

fundamentally flawed in a number of extremely vital ways. There may be one or two things that could've been done somewhat worse than they have been, but for most part it's totally uninspired, boring and unappealing in every way. There are games that are worse, but there's not that many.

**04** Poor. There may be parts of this game that are

vaguely fun, and it may be robust enough in a few departments, but the overall package is lacking any significant reason to stick it out. Games receiving this score may show initial promise, or sound good at first, but will be unrefined, undercooked and let down by shoddy execution and poor attention to detail.

**05** Mediocre. In the strictest terms, 50% is a pass – just.

Unfortunately, a game receiving this score will have had just as many things go wrong with it as go right, and that really isn't enough to succeed. A game receiving this score will probably be entertaining in parts without excelling anywhere, yet equally sub-par in others without being outright awful.

**06** Decent enough, although still lacking a certain

something. A game receiving this score will be sound, but will have some fairly glaring faults and your interest will probably wane pretty quickly. It will have a number of limitations that will probably turn off more than a few gamers, but will get just enough right to keep dedicated fans of the genre ploughing through.

**07** Good. A robust, fun game that's well worth a look,

although will only rarely amaze. A game receiving this score will have more or less accomplished nearly all it set out to do in a decent fashion, but it will have some noticeable problems that prevent it from being as good as it could be. Nevertheless, they generally won't ruin the overall gaming experience.

**08** Great. A game receiving this score comes highly

recommended. A combination of some odd issues, minor problems or a lack of innovation may hamper it somewhat, but the overall impression it leaves it very positive. Very entertaining, very satisfying and you wouldn't hesitate to recommend it to others. Well ahead of the pack in most departments.

**09** Excellent. Outstanding in almost every way,

Some negligible blemishes will just keep it from being held aloft as a true masterpiece, but it is very likely the best in its field. Most elements of this game will be truly remarkable and you'll be hard-pressed to find too many other games of greater quality. An astonishing game that leaves all but the very best behind.

**10** Incredible. Everything went right during the creation of this game.

A game receiving a perfect 10 does not necessarily mean it is perfect, likely just teasingly close, but to reserve 10s for THE perfect game is pointless. Instead, a 10 represents a game of gobsmacking brilliance, a game that stands high above the rest and a game that you cannot afford to ignore. A masterpiece.

## THE OPS AWARDS



**The Gold Award**  
is a rare gem and only to be given to games that score that magic 10/10. This score indicates gaming of simply incredible quality!



**The Silver Award**  
is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!



**The Bronze Award**  
is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.

## OPS REVIEW SETUP



We choose to review our games on a super-slick Full HD 1080p 40" Bravia X-series for the best picture possible. This sucker melts eyeballs...

## INSIDE...

PS3



### DEVIL MAY CRY 4

Find out if you'll be crying true tears of joy – page 58

■ The Club  
■ Turok  
■ NBA 08

p62  
p66  
p70

PS2



### BEE MOVIE GAME

Not quite as Bee-grade as you'd expect – page 76

■ Dragon Ball Z: Budokai Tenkaichi 3  
■ Hot Wheels Beat That!

p76  
p77

PSP



### MEDAL OF HONOR HEROES 2

A PSP FPS that's actually easy to control – page 77



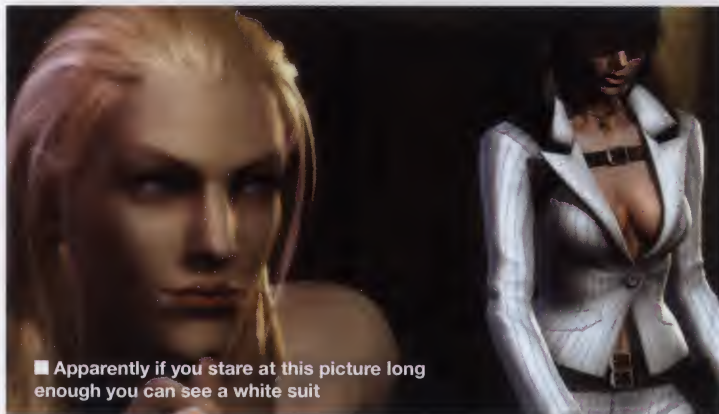
■ **GENRE:** ADVENTURE  
■ **RELEASE:** NOW  
■ **DEVELOPER:** CAPCOM  
■ **DISTRIBUTOR:** ACTIVISION

■ **PLAYERS:** 1  
■ **PRICE:** \$119.95  
■ **HD:** 720p  
■ **WEB:** www.devilmaycry.com

■ **BACK STORY:** *Devil May Cry* has always been a divisive series. It has always been a wrist cramping, button mashing, beast-filled title. Some of the entries have been shallow, some... less so. What will the first next gen entry be like? Read on, you sooty grunTERS, read on.



■ "Need a judge for the 'blow job' competition you say? Let me check my diary..."



■ Apparently if you stare at this picture long enough you can see a white suit



■ "Relax man, I only asked your daughter if she was interested in learning the ways of the sword"

# DEVIL MAY CRY 4

So close to being a classic... and yet not so much

**T**here's an urban cinematic legend about the *Star Trek* films. It goes something like; every odd numbered chapter is crap and every even numbered entry rocks Trekkies' Borg undies off. Here at *OPS* we think that particular legend is a foaming tankard of wilderbeast urine but it's interesting when applied to a series' of games.

Take *Devil May Cry* f'rinstance – it's kind of a mirror version of that *Trek* myth with all the odd numbered adventures

being boss and the even numbered ones less so. Let's take a quick stroll, shall we, down memory lane... back to ye olden days of the PS2...

Note: If this was a movie the screen would be going all wobbly like they do for flashbacks, so to get the same effect you could down a few six packs, smoke a 'jazz cigarette' and bang your head against the wall. Not that we condone that. In fact, forget we ever mentioned it. Moving on...

## A LOOK BACK AT THAT WEEPY DEVIL'S HISTORY

Apart from having a title that sounded like an emo band's latest sooky single, *Devil May Cry* was an absolute ball-tearer. It combined exploration, puzzles and platform action with frenetic, insane shooting, slicing and general sweet-looking killin'. It also had a difficulty level that made even the most hardened gamer want to throw their PS2 controller across the room and accuse the game of having

an unsavoury relationship with its cat and/or mother.

Still, people who like their games groin-punishingly hard dug it and so did we. On account of how tough we are and that. Cut to *Devil May Cry 2*: boy did they screw that one up, and how! Making the game easier took all the frantic fun out of the caper and the almost offensively dull plot, or lack thereof, made this entry distinctly average. We'd almost lost our love for Dante and two-gun, big sword



## INFO BYTE

WARNING – this game asks for button mashing of an insane intensity. Your humble reviewer's right hand and wrist was swollen, red and shaking by the end of play. And no, it wasn't wanker's cramp.

■ "... and we all fall down! Phew! Thanks for the game of Ring a Ring o' Roses fellas. Same time next week?"



■ "Aw that's the spot... yeeaaaah, right there. You've got magic hands man, *magic*..."



"*Devil May Cry* has moments of pure genius paired with flaws. That's 'flaws', readers – not niggles"

combo when – BAM! *Devil May Cry 3* comes out. A game that actually had a plot, intrigue and a back-to-basics approach to combat that made everyone sit up and notice. The first version to come out in PAL territories was insanely hard. There was a very good chance you could die on the first screen of the first level! But for fans of the original this was like mana from heaven. Or hell. However people with a passing interest in the series put it in the "too hard" basket and

went back to making Paper Mache kitty cats or something.

In response to this *Devil May Cry 3: Special Edition* was thrown out to the masses. It featured a more human-friendly difficulty level, an extra character to play – Virgil – and added content. It was, in fact, the best *DMC* entry of the lot.

### THAT WAS THEN, THIS IS NOW...

This is the part of the review where we'd tell you that *Devil May Cry 4* made all

the other entries look like a greasy sack of duck vaginas. And we really, truly, promise that's what we wanted to do. But we can't. *Devil May Cry 4* has moments of pure genius paired with flaws. That's 'flaws', readers – not niggles (although it has them too) but actual big whopping, game ruining, frustration-causing flaws.

First let's get to what could laughingly be described as the 'plot', because there was actually an attempt to create a story here. Not a good story, mind you, but Capcom should be given a pat on the back for having a good old bash at it in the first place. Unfortunately we're going to have to smack the 'com around the chops for gratuitous crimes against game-munity later, so enjoy the warm fuzzies while they last.

### ONCE UPON A TIME THERE WAS THIS, ERM, DEVIL. AND HE CRIED

Okay, we have to get something out of the way up front. Guard your loins too because you're not going to like it. Okay. Ready? As the game opens you don't play Dante. You play a character who looks remarkably like Dante, and Dante's brother Virgil, but Nero is who you'll be playing for the bulk of the game. Now don't get upset – this isn't like *Metal Gear Solid 2* where you assume the pooftronic role of Raiden and piss fart about like a big girl. Nero is quite the mean motor scooter. As if to illustrate this point the first fight you'll have is with Dante. He interrupts the ritual of some church that worships Sparda and as the natives flee Nero starts smacking Dante around... or



## "I HAVE THE POWER!"

On the cool elements of *DMC4* is the power upgrading system. You collect red orbs to buy items like health, holy water and so on, but a different type of orb ramps up your powers – unlocking awesome combos. Another nice touch is you can automatically upgrade your powers (if you don't feel like faffing about). Another even nicer touch is that if you find that your current configuration of powers isn't cutting it – so to speak – you can change it on the fly. Booya!



■ He's handy with the birds that one...

at least tries to. This sort of sets the level of combat for the rest of the game. Nero and Dante are so evenly matched their bullets hit each other mid-air, which is pretty cool. Nero's whole game mechanic feels looser and more varied than Dante. It's puzzling that they didn't just give Dante more abilities and make him play more like Nero – but we have to play the game they give us and this is it.

Nero can do all the physics-defying things Dante can. The double jump, the shoot the enemy to keep him/it in the air. The whole sword swiping mechanic but he has more. Nero is equipped with a demon arm, that in cut-scenes he tries to hide from his girlfriend Kyrie, although the fact that it glows and has a big, bastard claw suggests that perhaps it's a little harder to conceal than a zit.

But logic is not something the *DMC* series ever did well so they get a pass for that. Also the demon arm is an

**"Nero and Dante are so evenly matched their bullets hit each other in mid-air, which is pretty cool..."**

awesome addition to the combat mix. With it you can grab enemies and pound them into the ground over and over until they explode in a glorious fountain of red orbs – which can be used to buy items between levels or at the 'shops'. Certain tougher enemies won't initially succumb to the demon arm, deflecting it, but after you shoot and slice them enough you'll be able to grab them, swing them around and throw them at other enemies. Hell, if you weaken one of the game's bosses enough you can use it on them, leading to spectacular combo moves where you're throwing around demon punks ten times your size. Finally the arm can

be used (in certain stages) as a sort of grappling hook that will fling you through the air to your objective. Actually this is a lot of fun, especially when you need to get to a high objective. Locking onto moving and/or vanishing 'grappling orbs' with your arm is not only enjoyable and addictive but it gives Nero a real sense of giving gravity the finger. A lot of *DMC4* will find you flying through the air – a bit like *Crouching Tiger, Hidden Dragon*. Why didn't they just give Dante, the main bloody character, a similar demonic limb? No idea. But once you get past the stumbling block of "Where's Dante?", Nero proves to be an awesome character

to play, even if he does whinge like a petulant teenager at times. Finally Nero has a sort of motorised sword. Using the **LB** button you rev your sword up, literally – it has an engine and everything, so when you attack your sword will unleash brilliant, and pretty, powers.

### THEY DID THE MONSTER MASH!

All these combat options would be fairly useless if there weren't some decent monsters on which you could practise said powers. And that's where *DMC4* shines, for a while at least. The first ten or so levels have Nero fighting puppet-looking creatures that slowly evolve as the game progresses, annoying reaper beasts that float in the air, wee dragon creatures, mech-suit clad angels – basically a heaping helping of beast stew. You won't be complaining about the lack of monster variety in *DMC4*. So after Nero hacks, shoots, slashes and demon arms his way





■ "Dude, ever heard of a breathmint?"



■ Lightning never strikes twice. Unless you have the power to wield lightning. Then it can strike as much as it wants



■ "You know what would be just great right now..."



■ "... a breast massage"



■ "Need a hand?!"

through hordes of beasties you get to the boss fights. It's odd that during the rest of the game the difficulty level doesn't seem that high but it ramps up considerably when facing a boss. But that's cool, the *DMC* series was based around big bosses – it's just a pity so many of the levels that lead up to them feel like filler.

#### THE BOSS BEASTS COMETH

If you've seen the trailers you know that the bosses look too cool for school and we don't want to ruin them. But our favourite fight was with the toad boss. He starts out as two ghostly, naked lesbians erm... 'cavorting' with one another. Nero is naturally lured by this hot girl-on-girl action and unzips h- no, sorry, goes over to them to have a closer look. That's when you realise these Sapphic beauties are in fact on the end of antenna and part of a huge, ugly, flatulent toad beast. It's a unique creature and one we enjoyed fighting. The first time. Strong Emphasis on the *first time*.

#### WHAT MAKES US SAD IN THE HEART ABOUT *DMC4*

So Nero goes along for ten of the twenty levels, chasing after Dante, and upgrading his powers when suddenly, through various twists of fate we're not going to reveal, you control Dante. Our initial reaction was, "Huzzah! We're Dante again!" but after ten levels of being Nero we were kind of used to the dude. We

had to re-learn Dante's four stances, his sword play and his twin guns, and shotgun. But that's okay, right? Wrong. Sure you get a few levels with Dante but they're the same funky levels you played as Nero! Like you reach the half way point in the game and have to play all the levels, in reverse, as Dante – including the boss fights.

Now we don't mind a little backtracking in games of this nature: the *Onimusha* series does it and even *Metal Gear* repeats enemies – but playing the entire game backwards is just a bit bloody cheeky! To rub salt into that little wound the end levels have you facing off with the bosses again. One particular boss is fought four times!

Sorry Capcom, but repeating the same, bosses and annoying puzzle levels just doesn't cut it in the next-gen era. If there'd been a few Dante-specific levels we'd be happy but it's the same shit with a few differences that makes the latter half of the game feel distinctly on rails. A mildly impressive end fight does little to improve one's mood and the difficulty level goes from middling to just bloody annoying!

#### REVIEWER MAY CRY

Look, *Heavenly Sword* was a great game – but far too short. However artificially extending the experience is actually worse. We probably would have given this game an eight had we not played all the way through. But we did and the staggering insult of using Dante during the crappier levels was just too much. *DMC4* looks great for the most part, plays like a dream, and is a hoot for the first half. However fighting the same bosses three or four times, some ridiculous dice puzzles and an overall lack of explanation – not to mention the inability to replay the game as Dante sticks a wooden stake right through the heart of this game. If you don't mind repetition or you just go spastic at the sight of metrosexual demon hunters it's worth a gander, however the average gamer is going to find the latter half of this title perplexingly repetitive. Enjoyable, violent, energetic and full of memorable fight *DMC4* is a good game – not a great game. Hey, maybe the even numbered curse is true! In that case we look forward to *Devil May Cry 5*.

✎ Anthony O'Connor

#### PROS:

- Gravity defying combat
- Cool, memorable bosses...

#### CONS:

- ... that you'll have to face at least three times each! Garr...

**VERDICT:** A worthy entry into the series but the insane amount of backtracking spoils things...

#### "HEY, WHAT'S THAT YELLOW GLOWY THING IN THE SKY?"

Yes, finally *DMC* gets a sunny day. There's a rather lengthy forest level where Nero and Dante fight all manner of beastly monster. It sounds good but the shadows are really jaggy. Possibly the only bit of graphical ugliness in the game. Come to think of it, maybe they should have kept it on a dark and stormy night.



OFFICIAL  
SCORE:  
**07**



■ **GENRE:** ACTION  
■ **RELEASE:** FEBRUARY 2008  
■ **DEVELOPER:** BIZARRE CREATIONS  
■ **DISTRIBUTOR:** SEGA

■ **PLAYERS:** 1-16  
■ **PRICE:** \$99.95  
■ **HD:** 720p  
■ **WEB:** www.bizarrecrations.com

■ **BACK STORY:** Bizarre Creations is better known for its driving series *Project Gotham Racing*, but has now jumped into an entire new genre, moving its stylish, point-based, game dynamics away from the track and into shooters.

### INFO BYTE

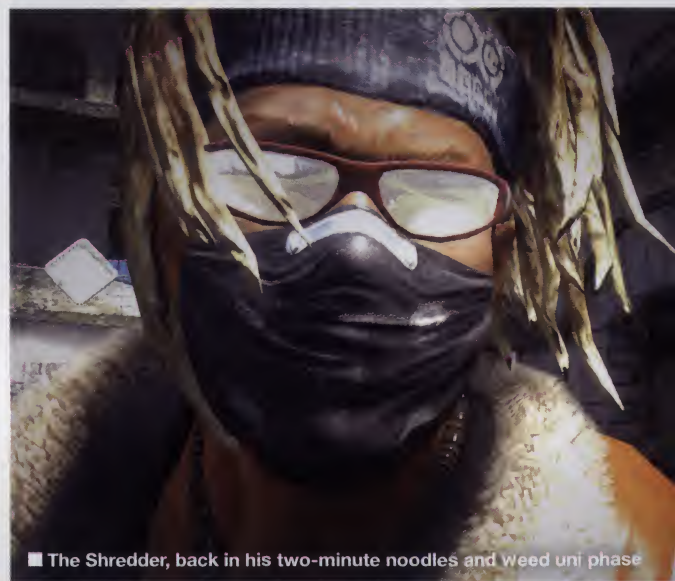
When Bizarre Creations started developing *The Club*, there were no human opponents at all, just targets. It quickly realised, however, that shooting real people (er, *pretend* real people) is at least a thousand percent more fun.



■ "Man, look at the size of THAT thing! I guess it's true what they say about black guys!"



■ "Oh, thank God – the fire brigade is here—" BLAM!



■ The Shredder, back in his two-minute noodles and weed uni phase

# THE CLUB

You can find me in da club...

**C**lubs: they can take many shapes and forms. They can be exclusive hoity-toity country club types, complete with golf and tennis facilities, where doctors/lawyers/dentists and the like go to grow old, bald, fat, cheat on their wives and eventually die, with a smug, self-satisfied look on their mug.

Or they can take the Fiddy route, with alcohol and women wearing very little clothing, the pounding bass drum and the grubby students vomiting everywhere. Cool, if you're aged between 18-24, and

not married. That is, none of us.

They can also be a weapon, with which to brutally 'club' people over the head, or they can be a place where geeky dudes go to play chess/Warhammer/D&D, sweat incessantly and talk about how nobody's getting laid.

All those clubs were cool in their own way, until now. Now we have *The Club* – a place where people go to blast people's brains out with rocket launchers, shotguns, rifles and all manner of weaponry. We think it was Groucho

PlayStation.  
**BRONZE AWARD**  
8/10



■ "Why are you wearing a rain coat? It's not even raining!"  
"Shut up! That's why!" BLAM!





■ "So... I'm thinking about shaving off my moustache" (long pause)  
 "You do know that your membership to 'Team Facial Hair' will be revoked, don't you?" "I understand the consequences"



■ "My T-shirt's too tight. Damn right I've got a problem with that"



Marx who once said he wouldn't want to join any club that would have him as a member, and while we wouldn't want to put words in old Groucho's mouth (since he's dead and we don't want to put *anything* in a dead guy's mouth) but we think even *he* wouldn't mind being a part of this club.

#### WE BE CLUBBIN...

*The Club* is Bizarre Creations latest, um... creation, and despite the fact that it exists within a completely different genre space from its flagship franchise, *Project Gotham Racing*, it actually has plenty in common with that series.

While on first glance, and perhaps even on first play, *The Club* may appear to have a lot in common with *Gears of War*,

or *Resident Evil* – with the slowed down, slung-over-the-shoulder third-person view – Bizarre Creations' approach to the shooter genre is typically left field and obtuse. As opposed to simply surviving, killing everyone in sight and heading blindly to the next checkpoint, *The Club* has a focus on style, linking combos and the old school target of getting the highest score possible.

#### CLUB FOOT

Okay, so let's break it down. The game is divided into short, easily digestible three to five minute levels where you can partake in a number of different tasks, which usually revolve around getting from point A to point B, or surviving for a set amount of time. And we're not killing things to *merely* survive like usual – this time round we're 'killing in the name of', obtaining the highest score possible.

There are numerous interesting ways to do this. First, and most importantly, you have to link up combos, and by that we mean kill people within a specific time frame in order to really rack up the scores. But merely killing the numerous opponents in a pedestrian way isn't enough. Extra points for achievements like head shots, shots from distance, shots through visors, kills with your last bullet, kills after the Hollywood roll-dodge shenanigans – all of these, or combinations of them, will help multiply your score dramatically.

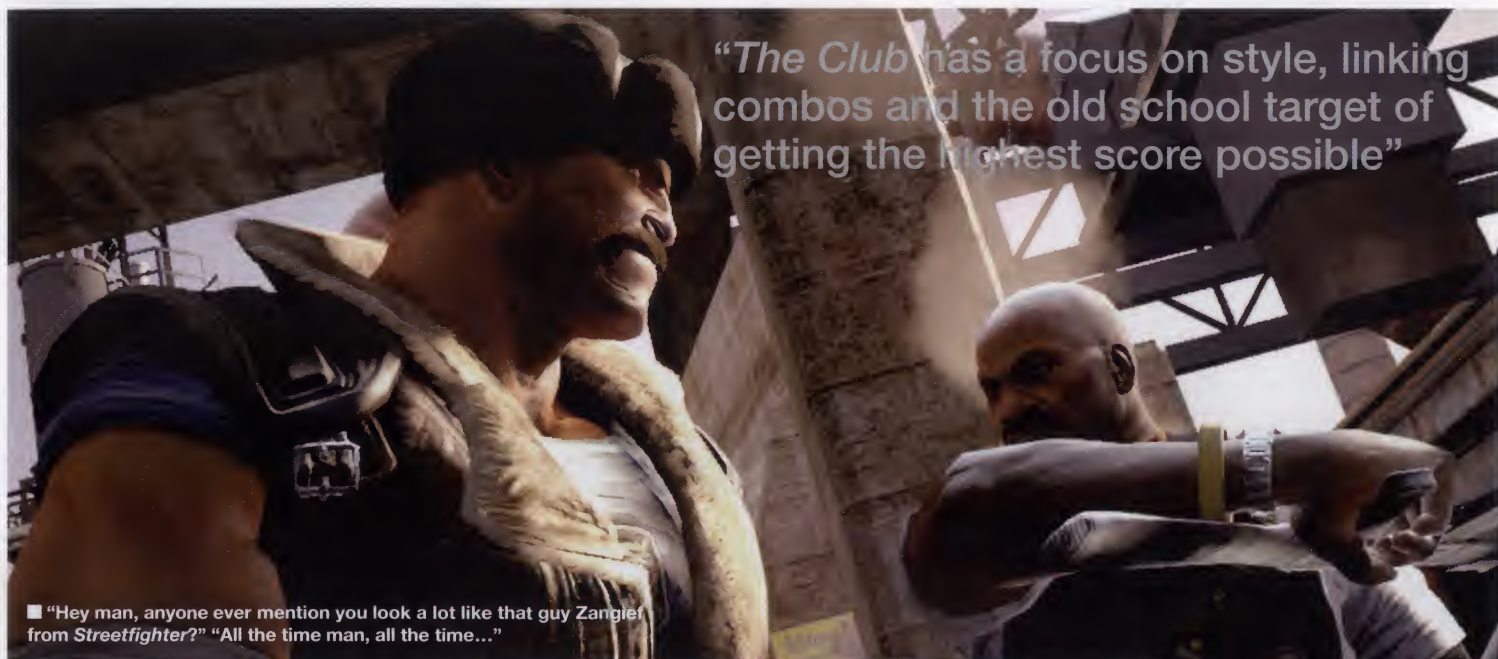
While you may be thinking this won't impact the way you play, you couldn't be more wrong. This pressure to score high instantly changes the way you approach proceedings, adding a sense of pressure and claustrophobia that is strangely absent from gaming nowadays.

The atmosphere instantly changes. Strategies evolve – instead of mindlessly blasting everything in sight, you have to think twice. Should you delay killing a dude from a distance in order to chain my combo together? Do you have time to headshot said guy for the extra points. Weapon choice is instantly far more important as you find yourself consciously thinking of ways to improve your score.



■ "Ja mon! Me love the herbal!"





"The Club has a focus on style, linking combos and the old school target of getting the highest score possible"

■ "Hey man, anyone ever mention you look a lot like that guy Zangler from *Streetfighter*?" "All the time man, all the time..."



■ "Ahma blast you fool!" said Stevie Wonder

## WHY YOU SHOULD QUIT 'CLUBBIN' TO JOIN THE CLUB

### YOU CAN KILL PEOPLE IN THE CLUB

You'd probably find it difficult to shoot someone in the face and get away with it when clubbin'. Not so in *The Club*.

### NO DRESS CODE

You can totally play *The Club* in your thongs, and your curry stained shirt won't be a problem.

### CHEAPER DRINKS

You don't have to pay exorbitant prices – just head to the fridge and pull out a stubbie. Set and match.

### NO DANCING ALLOWED!

You don't have to dance in *The Club*. In fact, instead of dancing, you shoot people. Much better.

### METROSEXUALS

There are no metrosexuals in *The Club* – just eastern European types with mullets and grubby facial hair.



This return to the old school arcade aesthetic of highest score wins also results in extending the replay value of *The Club* exponentially. Whilst most shooters rarely require more than one or two playthroughs, traversing *The Club*'s many levels and sub levels only once would be absolutely criminal and completely against the whole concept of the game itself.

### JOIN THE CLUB

This is because after you've played it once, you'll instantly want to try again – to improve your score, to link the combos more expertly. Put two or three competitive gamers in the same room and it just gets worse (albeit, in a good way). The desire to beat each other's high score results in a 'pass the controller' dynamic that could literally last for hours.

In a way it almost negates the need for a multiplayer section, but what the hell – *The Club* has one of those too! Sadly, however, it's when playing against each other, in a traditional death match situation, that a few of *The Club*'s problems begin to surface.

Because when playing multiplayer, the enemies (being human) don't necessarily

stand around like buffoons waiting to be shot like they do in the single player game (which is forgivable since the game is about scores as opposed to fantastic AI). When your opponent moves at great speed the robotic and sluggish aiming system really becomes an issue.

Of course, everyone's in the same boat here, so it doesn't affect gameplay too much, but it still frustrates, especially when turning is akin to reverse parking a double decker bus... on ice. There is a button that enables you to pull off a sharp 180° turn, but it's an extremely disorientating switch – trying to keep your aim steady under these circumstances is tough to say the least.

Plus there is the nagging feeling that *The Club* could have benefited from just a little more graphical polish. The game is built around small, short bursts of linear gaming, with limited AI, so you'd think Bizarre Creations would have been able to squeeze just a little bit more processing juice from the PS3's ponderous innards.

But no... while the game hardly has any kind of frame rate issues, or texture pop in to speak of, it doesn't really amaze graphically in the way you might hope. It's merely functional, and it would have been

nice to see a little bit more from *The Club* in the visuals department.

That being said, it's hardly a deal breaker. The level of presentation hardly impacts the game at all; it merely disappoints, and this is completely forgivable in the face of the originality on show in *The Club*. With a game concept that harks back to the days of short, compulsive burst play, *The Club* is a game that makes you want dropkick every generic shooter directly in the throat and say, "Here's what happens when you innovate, even just a tiny bit."

So, where are we now, when we should really be doing some work? In the words of a lispng bullet riddled 50 Cent, you can find us in *The Club*, shooting up dudes with our last bullet, barrel rolling in for the head shot, giving each other goofy, white-boy high-fives along the way. Awesome. **— Mark Serrels**

### PROS:

- Original concept
- Just one... more... try!

### CONS:

- Control system is clunky
- Needs more polish

**VERDICT:** Original, compulsive, and fun – this is one club we recommend you join.

OFFICIAL  
SCORE:  
**08**

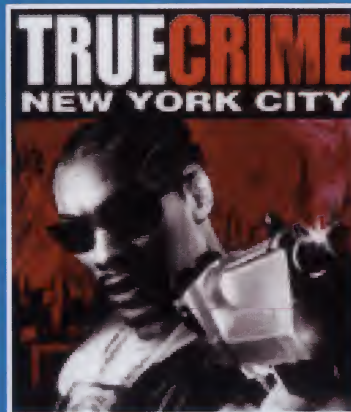


# MOBILE GAME!

CLEAN UP THE STREETS OF THE BIG APPLE AS EX-GANGSTER  
TURNED COP, MARCUS REED.

## HOW TO GET YOUR MOBILE GAME\*:

1. TEXT **TC** TO **191623**
2. YOU'LL RECEIVE A  
MESSAGE CONTAINING A  
DOWNLOAD LINK
3. FOLLOW THE PROMPTS



True Crime™:  
New York City

# NO SUBSCRIPTIONS



NO CLUBS  
NO RUBBISH  
NO WORRIES

# WWW.MAD4GAMES.COM.AU

\*Text TC for True Crime™: New York City to 191 623. You will be charged \$0.55 for every message sent to 191 623 and \$6.60 for each game purchased. No game content provided after 9:00am AEST on 21.02.08. Your operator may charge for data transactions according to your service agreement. Service is subject to GPRS coverage, handset compatibility & network availability. Handset must be WAP & GPRS enabled. If under 15 you need the account holder's permission. Full terms, conditions & handset compatibility at <http://www.mad4games.com.au/tandcs/opsm0208.html>. Help at [info@mad4games.com.au](mailto:info@mad4games.com.au) or 1300 854 244. Available on Australian networks: Telstra, Optus, Vodafone & Virgin Mobile.

True Crime: New York City © 2006 Activision Publishing Inc. Activision and True Crime are Trademarks of Activision Publishing Inc. All rights reserved.. All trademarks or registered trademarks are recognized as the property of their respective holders. © 2007 Mad4Games Australia Pty Ltd. All rights reserved. Mad4Games, Mad4Games Australia & the Mad4Games Australia Logo are trademarks of Mad4Games Australia Pty Ltd.



■ **GENRE:** FIRST-PERSON SHOOTER  
 ■ **RELEASE:** NOW  
 ■ **DEVELOPER:** PROPAGANDA  
 ■ **DISTRIBUTOR:** FUNTASTIC  
 ■ **PLAYERS:** 1-16  
 ■ **PRICE:** \$99.95  
 ■ **HD:** 720p  
 ■ **WEB:** www.turok.com

■ **BACK STORY:** Turok. He's such a harlot. Trading publishers like a serial wife-swapper. He didn't, of course, have much choice seeing as though former owner Acclaim went bust big time. This *Turok* series reboot is Propaganda Games' first title.

# TUROK

Turok or not Turok? That is the question

**I**t's a good time of year for a game like *Turok* to release. Nothing much is happening, and people have already played the hell out of the best Christmas releases. Besides *Turok* is already on the back foot, coming off the back of the poorly received *Turok Evolution*.

So, has it resurrected the flailing series? Has freshman studio Propaganda Games nailed it first time out? Yes and no.

Yes, *Turok* is a decent sci-fi shooter. No, it's not without its flaws. But it has dinosaurs in it.

And that helps.

## PLANET TERROR

A first-person shooter set in the not-too-distant future, *Turok* sees you step into the moccasins of Native American grouch Joseph Turok, tasked with taking down his former mentor, Roland Kane – currently tucked away on an Earth-like planet with his private army. Unfortunately for Turok and his new team, Whiskey Company, their transport is blasted out of space and crashes on the planet's surface. With the mission in tatters and Kane's soldiers, plus the planet's prehistoric fauna hunting them

down, Turok must survive at all costs – and perhaps uncover a few interesting secrets on the way. Or perhaps not. It depends whether you're listening.

*Turok* feels solid, and we certainly don't have any problems with the controls. Turok himself has a nice sense of weight and doesn't feel like he's skating around, something not uncommon in many first-person shooters. The clean HUD is nice too – the screen is devoid of everything bar an ammo counter, and even your objective marker only appears on screen when you trigger it.

■ **"Knife to meet you!" "Turok are you trashtalking the dinos again?" "Pfft... No!"**



## INFO BYTE

The original *Turok* comic was published in 1954 by Western Publishing, illustrated by Rex Maxon. The character of Turok was created by Gaylord Du Bois. No kidding.



■ **"Chillax Turok, I'll just be a minute. These raptor skin handbags don't make themselves, you know?"**





#### DO YOU THINK HE SAW US?

*Turok*, naturally, is all about the dinosaurs. They're relegated to a support act here, but their presence is still a powerful one. The dinos in *Turok* are a 'neutral' third party, but not necessarily a peaceful one – we mean they're just as likely to eat your enemies as they are you. You can use this to your advantage, coaxing rogue carnivores towards groups of soldiers who they'll promptly swallow. There are plenty of occasions, however, when you'll need to do the dirty work yourself, so it's fortunate you have the right equipment.

The weapons are sweet. We're not talking *Resistance* quality here, but *Turok*'s arsenal is definitely above average. They all pack a punch too. Each has a secondary fire, which is par for the course, but some of them are particularly nifty. The flamethrower, for example, fires a napalm-esque fire bomb. The minigun allow you to set up a remote turret that automatically fires on enemies, pinning them down and allowing you to flank them in secret. The shotgun's secondary fire launches a dino-attracting flare that you can use to lure hungry wildlife to

pockets of enemy soldiers. The knife though, and surprisingly enough, is one of the most powerful weapons in the game – timed right you can take down man-sized dinos with ease, with one swift stab through the skull or a throat slash. The camera swings out of Turok's bonce for a third-person look at the slaying, although it would have been nice for a little more variety in the kills.

However, perhaps best of all, and above the rest of the neat gear, is that you can dual wield the shotguns. This is badass, and no doubt what any man with cedar-sized arms would do in the same situation. Two shotguns, naturally, are by their very nature **TWICE AS GOOD** as one shotgun, and sliding the forestock on a pump-action **ONE-HANDED** is übermanly. Like, *Chuck Norris* manly.

#### A BONE TO PICK

It's not all warm-woollen mittens and beer-flavoured nipples though. As fun as *Turok* can be, now that we've had the time to sit and absorb all that it has to offer, we do have some moderate qualms.

The environments, for one, vary wildly

in quality. We don't really have many complaints about the character models, but the levels themselves can be fairly inconsistent. Outdoors the prognosis is mainly positive – the jungle surrounds don't exactly measure up to the likes of *Uncharted* but they're not too shabby, and we do dig the thick, bendy grass (even though it tends to wobble like jelly). Looking up you'll spy a lush, green canopy, and the sense of being wrapped in dense layers of rainforest and dwarfed by colossal trees is well realised (although we noticed quite a bit of tearing on our setup when we looked skywards).

Indoors, however, it's a different story. Juxtaposing the jungle with drab, grey military bases may have been the idea all along, but *Turok* is definitely at its weakest inside. It doesn't help that many of the murky textures seem to take an age to pop in, and even when they do they're hardly noteworthy. The problem is, when you're indoors, all you want to do is get outdoors again – which makes the ho-hum corridor shooting somewhat of a chore (which does the game a disservice). Luckily, there are only a few indoor levels.

■ Turok's Pet Chiropractic Practice didn't get off to a great start...



■ "Aarrgghh! I'm taking fire. I can't see him though, so I'll take cover in the middle of this open area..."

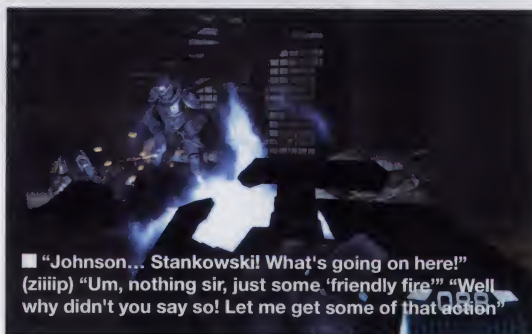




■ "All right, I've got a clear shot. Wait, what's blocking my scope?" (chomp)



■ "Whatever you're going to do, Johnson, do it fast... because I've soiled myself... again"



■ "Johnson... Stankowski! What's going on here!" (ziiip) "Um, nothing sir, just some 'friendly fire'" "Well, why didn't you say so! Let me get some of that action"

## TWO OF A KIND

Actually, there are quite a few tools of destruction Turok can dual wield; pistols, SMGs and sticky grenade launchers are three others. Any combination can be equipped, so it's quite easy to wade into a skirmish, spraying wildly with the SMG in your left hand while lobbing sticky grenades from your right. Turok can hold two weapons, plus his knife and bow – all of which can be accessed via an easy-to-use d-pad interface. Up for bow, down for knife, left for one other weapon and right for another. Double tapping left or right dual wields said weapon with the other one you're carrying. It's quick, easy and we like it.



We also have some reservations about the enemy AI, which can be severely patchy at times. Fire on some groups of enemies from a distance and they'll merely jog about awkwardly, generally to the body of a slain comrade (making it all the easier to liquidate them too). They also tend to scream about taking cover a lot, but they often don't, and remain dangerously exposed and apparently completely disinterested in their own survival. Their awareness occasionally isn't much chop either. A short way into the game we encountered a pair of goons slowly treading down some stairs after we'd caused a commotion below. Neither saw us standing a few metres from the foot of the steps, despite the fact we were in plain sight. They simply remained fixed on something else to the right before we promptly plugged one of them in the eye socket with an arrow and shredded the second with SMG fire. This wasn't a one-time thing either; these fellows never saw us – even when we repeated the section a few times.

We're also disappointed that you don't actually get to ever be a dinosaur in multiplayer, which seems like a real missed opportunity. It's a shame really, because the multiplayer is really quite good, despite the fact it doesn't appear to support voice chat. Nevertheless,

the ability to be a prehistoric prick and eviscerate your mates as a rampaging raptor would've been... appreciated. We'll bring you a more detailed look at the multiplayer in our upcoming online review.

One of the things that annoyed us most though? You can't retrieve arrows from corpses. This is a pain in the arse.

### SO, IS IT WORTH UNEARTHING?

In the FPS stakes *Call of Duty 4* is still untouchable. It looks better, it plays better and it runs better. There's no denying it.

*Turok* is a good game; it just isn't an amazing game. It's a great package, with a solid single-player experience, above-average multiplayer and some specialised co-op maps (although no split-screen) and it does most of what it set out to do in a decent fashion. A distinctive voice cast lends the characters some real cojones too, with serial videogame voice-man Ron Perlman and half the cast of *Deadwood*, Powers Boothe and Timothy Olyphant, all on board. Perhaps it's the seven-year-old in all of us, but there's also no getting around the fact that dinosaurs are simply cooler than a polar bear's toenails. The on-screen presence of *Turok*'s T. rex is pant-soiling, although it can't be helped that the lack of rumble in the SIXAXIS means you can't feel it approaching. Still, the DualShock 3 isn't

far away, and a patch that makes this possible isn't out of the question.

No, the biggest problem with *Turok* is that there are too many points we're reminded you're playing a game, like when the 'destroyed texture' for a circuit board takes an extra few seconds to pop in after you've blasted the crap out of it, or a dinosaur begins to run on the spot after glitching on another dino (which admittedly happened only once). Or how your enemies run around seemingly aimlessly under fire, or how dinosaurs explode into meaty chunks but humans don't (obviously a Disney mandate but disappointing nonetheless). It's fun and there are plenty of satisfying moments sure (tag a galloping dino with an explosive arrow and try not to grin), but it never quite fully immerses you in the claustrophobic jungles as a result of those quibbles.

We guess it just needed a little more Jurassic spark.

What? Oh, come on. **✚ Luke Reilly**

### PROS:

- It has a T. rex in it
- Feels solid, the bow rocks

### CONS:

- Enemy awareness is sketchy
- Too many dodgy textures

**VERDICT:** Fun but a bit generic. The new *Turok* packs plenty of bite but it's missing a few teeth.

**OFFICIAL  
SCORE:  
07**





Jumpi'rat: boing boing!

Surf\_kid: I'm leading!!!

Bscout: 1, 2, 1, 2

Zebra: 3, 5, 8, 33

Zebra: 45, 2, 6, 18

Tieumax: 123 437 870

Taran\_timo: Take 138: ACTION!

Agent007: that was the lat thing u did!

PamPam: What did I do?

AbFab: CUT!

AbFab: we have 2 do it again

CollapsXX: Ooooooops!!!

Bboyzz: To the pool party?

SnowFlakes: Noooo!!! Its all about SnOW War!

BBking: Hey!!!

BBking: we r on the same side!!

Ziggy: Sorry!!

2pid: I need more balls

Dreama7: PEACE!!!

NoFear: Lets go and jump!

Pinguy: 2 high for me man!

EasyChilly: I'm getting hot in here!

Flygirl01: Put your hand in da air!

THERE'S MORE LIFE AT

**HABBO.com.au**

hangout for teens



■ **GENRE:** SPORT  
■ **RELEASE:** NOW  
■ **DEVELOPER:** SONY  
■ **DISTRIBUTOR:** SONY

■ **PLAYERS:** 1-4  
■ **PRICE:** \$119.95  
■ **HD:** 720p  
■ **WEB:** www.playstation.com.au

■ **BACK** Apart from *NBA 07* and *08*, those sunny San Francisco boys also developed baseball games *MLB 07* and *08*. Hopefully they'll get more adventurous with their next project. Hopefully they'll get a little less mediocre as well.

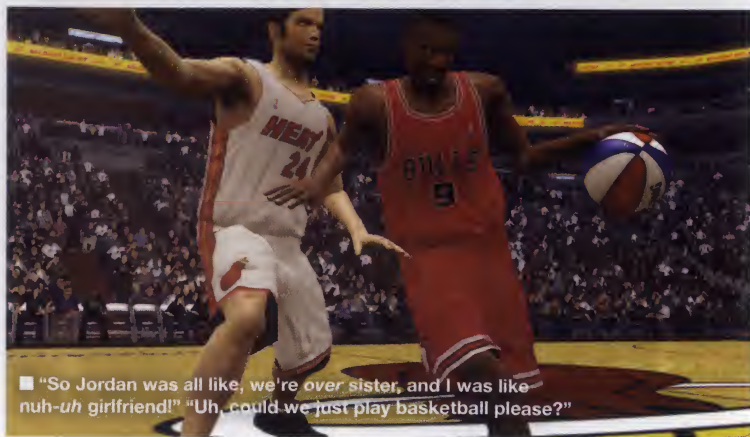
"It turns out NBA 08 is a coin-gobbler in a simulator's body. A confused title, it doesn't know whether to scratch its watch, or wind its balls"



■ "Grab his ball!" "Right away Nayshawn."  
"No you idiot! His basketball!"

## NBA 08

Sony's b-baller misses the buzzer beater



■ "So Jordan was all like, we're over sister, and I was like nuh-uh girlfriend!" "Uh, could we just play basketball please?"

Sony Computer Entertainment has more than a decade's worth of experience as a top dog publisher. Success can be attributed to a mash of factors, none more potent than its market research labs. Interrogation chambers for the business world, they feature scores of pop-psych grads who whittle over consumer profiles and monitor focus groups behind two-way mirrors. If millions of bucks are going to be dropped into an upcoming game, it better bloody well sell. Right? Right.

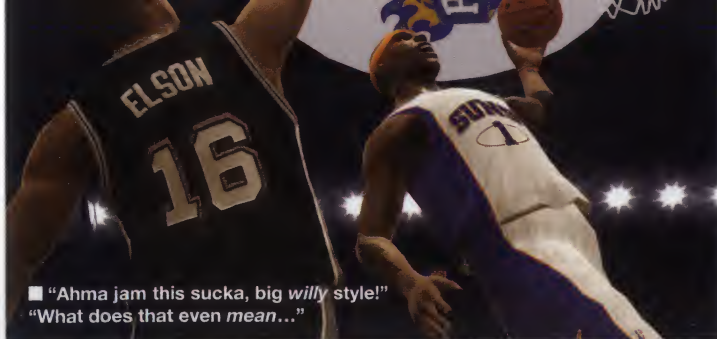
Strange then that Sony continues to persevere with its *NBA* series. Like L.A. Cola haplessly competing against Coke and Pepsi, Sony's *NBA* series has never come close to matching the popularity of EA's *LIVE* or 2K's series. Shafting out another version seems markedly out of touch. With this in mind we loaded up *NBA 08* to do some reverse market research and invade the mind of Sony with the hope of discovering why it still pumps cash into this limp horse. Surely there had to be an explanation...

### UNBRIDLED EUPHORIA?

There was, of course, a wave of... unbridled euphoria amidst the *OPS* posse as they all came into the games room to endure a third basketball simulator in as many months. Initial reactions didn't improve either, with a sea of stony eyes and defeated postures wailing in the wake of the end of the first match. "Why don't we just play *Burnout Paradise*?" came a voice of reason. The cause for such lacklustre sentiment was simple.

*NBA 08* looks like console fodder. Nestled amongst the generic of generics, it's breathlessly dull to witness. Even stating that the on-screen likenesses of each player has improved over last year's effort feels like it should come with a set of flashing neon lights to make the comment stand out. Unimproved, on the other hand, are the animations of ballers on defence that still smack of ridiculousness. Imagine a band of steel-limbed singlet jockeys crab stepping about and you'll get the idea. In short we'd sooner have lined the backseats of





an NBL game than witness *NBA 08*. At least our hands would've been free from the controls to sink some brewskies and gesture rudely at the players. Whatever reasons Sony had for making this, creating revolutionising visuals to give your pupils an orgasm was not one of them.

The sound is better. We think. It's tough to try and comment on Yank commentators because they all sound the same anyway. "He shoots from outside", "What a jam by so-and-so" - you get the idea. Such mundane repetition actually inspired us to want a basketball game with a derogatory commentator. "O'Neil - the clutz - he's missed a four-foot jump shot! Why, that stooge ought to go and apply for a transfer... to McDonalds".

So there's no merit in the visuals, and little to speak of in terms of a new on-court aural experience. Perhaps Sony's investment in *NBA 08* was due to some secret fireball gameplay it'd been cooking up for months? Perhaps it'd ganged up behind closed doors with some of the best basketball designers in the history of the medium, paid off their kid's college tuition so they wouldn't have to work as strippers, and had them create some boom-shaka-laka mechanics. Wouldn't that justify this whole debacle?

It turns out *NBA 08* is a coin-gobbler in a simulator's body. A confused title, it doesn't know whether to scratch its

watch or wind its balls. The science of basketball - the plays, strategies, and fluidity - isn't here. Instead we get a breezy 5-on-5 shootout starring lemmings in expensive kicks.

Typically during play you'll snag the ball, hop down court, throw a pass to a man in the key and sink a promised jump shot or dunk. Repeat that pattern for four quarters and you've got *NBA 08*. You're never forced to do anything differently. As a result it's neither deep enough to engross, nor fun enough to warrant dragging your chums around for a ball-and-booze fiesta.

The only positive we'll concede is its use of a shot meter that allows you to concretely see what timing is required to hit each jump shot. Other than that this is a thin on-court affair.

#### "IT'S STILL NO NBA JAM"

After experiencing this airless court walker for a prolonged period SCE's logic in regards to *NBA 08* was suddenly apparent. It's paltry in-depth plays, the

#### PROS:

- New sweet shot meter
- Has sim-esque features

#### CONS:

- *NBA 2K8* does it all better
- Simply not that much fun

**VERDICT:** *NBA 08* fails to pick which side it wants to play for and subsequently gets benched.

#### INFO BYTE

Cover boy Amare Stoudemire didn't start playing basketball until he was 14 years old. Only a few years later he was picked in the NBA 2002 draft!

absence of innovation, and a lack of a complex franchise mode is not an oversight but is, we came to presume, entirely intentional. Knowing it can't compete with *2K* and *Live* as simulators it's likely opted to bank on *NBA 08*'s shelf position as a sim-wannabe for hapless punters.

Worse ideas have prevailed. The problem is it's all so half-arsed that it's never close to exhilarating. If a game is going to be arcadey then it has to be REALLY arcadey. Sony take note: every time a basketball game gets put on in the office - even EA's *Homecourt* - someone always says, "It's still no *NBA Jam*". Hint hint, nudge nudge... **James Ellis**

#### TOSS ABOUT WITH YOUR WRISTS

As part of Sony's commitment to its own hardware, *NBA 08* strives to utilize the SIXAXIS' motion sensitivity for more than the usual odds and ends. When you're bounding down court with the ball a quick flick of the wrist will incite a series of snazzy spin moves. On defense, on the other hand, lifting the controller up or down will move your defenders arms about in a bid to go for the steal. Yes, it's as crap as it sounds. But Sony scores points for making an effort.



**OFFICIAL SCORE:**  
**05**



■ **GENRE:** ADVENTURE  
■ **RELEASE:** NOW  
■ **DEVELOPER:** SHINY  
■ **DISTRIBUTOR:** SEGA

■ **PLAYERS:** 1  
■ **PRICE:** \$99.95  
■ **HD:** 720p  
■ **WEB:** www.sega.com

■ **BACK STORY:** Some Christian organisations say the novel upon which it was based promotes Atheism, and they have a problem with that. Funny though, because nobody complains about Christian novels. We guess Atheists have better stuff to do.

# THE GOLDEN COMPASS

Surely the kids deserve better than this pile?!

**H**ere at the mag we are often puzzled by the crappy games kids get. Old bastards like us get awesome titles: *COD4*, *AC* and *Uncharted* (the big three of this year), while younger gamers are forced to plough through overly cutesy games, so saccharine they make your teeth hurt. Oh, and clunky children's movie tie-ins.

*The Golden Compass* falls into the latter category. It's based on a movie none of us have seen – and probably won't – and does little to explain itself. Load up the game and you're some kid riding an admittedly bad-arse polar bear slashing wolves and performing painfully clunky timed button mini-games.

The thing is, this could have actually been quite good. The graphics are, on occasion, excellent and the control is smooth, if a little loose. The main problem with it though, and indeed most of the kid's games we see, you just do the same boring task over and over again. In this case it's run, jump over the cliff, hole or collapsing platform, fight some wolves and witch doctors and so on.

One interesting wrinkle is that you

can change your animal friend into four creatures that represent part of your character's soul. Using your sloth mechanic to swing off beams and stuff is sort of cute. Also you get a bird so you can glide. In fact, the game is oddly enjoyable... for about an hour.

Then you realise you're not going to upgrade your character beyond the four D-pad options and things start to get very dull, very fast.

We wouldn't normally bang on so much about a dodgy movie tie-in but this had genuine potential. Also we like the idea of an animal that ties into your soul. Your humble reviewer believes his soul animal would be a cute wee little piglet that pisses beer and farts pizza.

Now obviously that's not going to happen, but children don't like being talked down to. And that's what this game does – patronises its target audience. Infants might like the pretty colours and cute animals but even rug rats under 10-years-old will probably tire of this 'same shit, different level' gaming. It's basically all busy work and filler, occasionally you'll look at the level and give props for

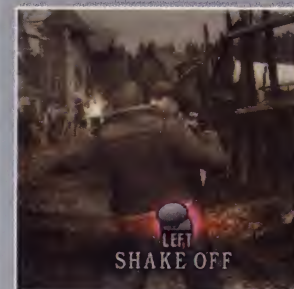
its prettiness but invisible walls, clunky animation and an overall sense of, "Why the hell am I bugging around like this?" makes this a fairly ordinary experience. Game developers take note: kids are more sophisticated than you appear to think. Take a look at the *Ratchet & Clank* titles, particularly *Tools of Destruction*. It manages to be kid-friendly, but also retains a sly wit and plenty of challenges for the senior gamer.

Unfortunately *The Golden Compass* is yet another entry in a seemingly endless parade of shite movie tie-ins. In a word: mediocre. And that's being generous.

— Anthony O'Connor

## AGAIN WITH THE BUTTON MASHIN' MINI-GAMES?!

Okay look: this is a note for all game developers out there – we're all sick of the button mashing mini-games. They did well in *Resident Evil 4*, *Uncharted: Drake's Fortune* and *Heavenly Sword* but we're really, really over it. Please stop. Think up something new. Thanks for your time.



■ Man, we just can't bear it much longer



■ "Oh, hi mum. No, I can talk. What? Oh, I'm just riding this polar bear, swatting some bitches. Yeah, I should be home by eight"



### PROS:

- The graphics are okay
- Er... you have a soul animal

### CONS:

- Dull gameplay gets old
- Bad camera

OFFICIAL  
SCORE:

**04**

**VERDICT:** Uninspired level design, dull quests and clunky animation make this kind of a chore.

■ Why are polar bears big, white and furry all over?  
Because if they were white, small and smooth, they'd be aspirins



### INFO BYTE

Apparently the books upon which the movie and in turn this game is based are quite good. So if you've got a youngin', buy them a book instead. Or *Ratchet & Clank*. Or a six pack. Whatever.

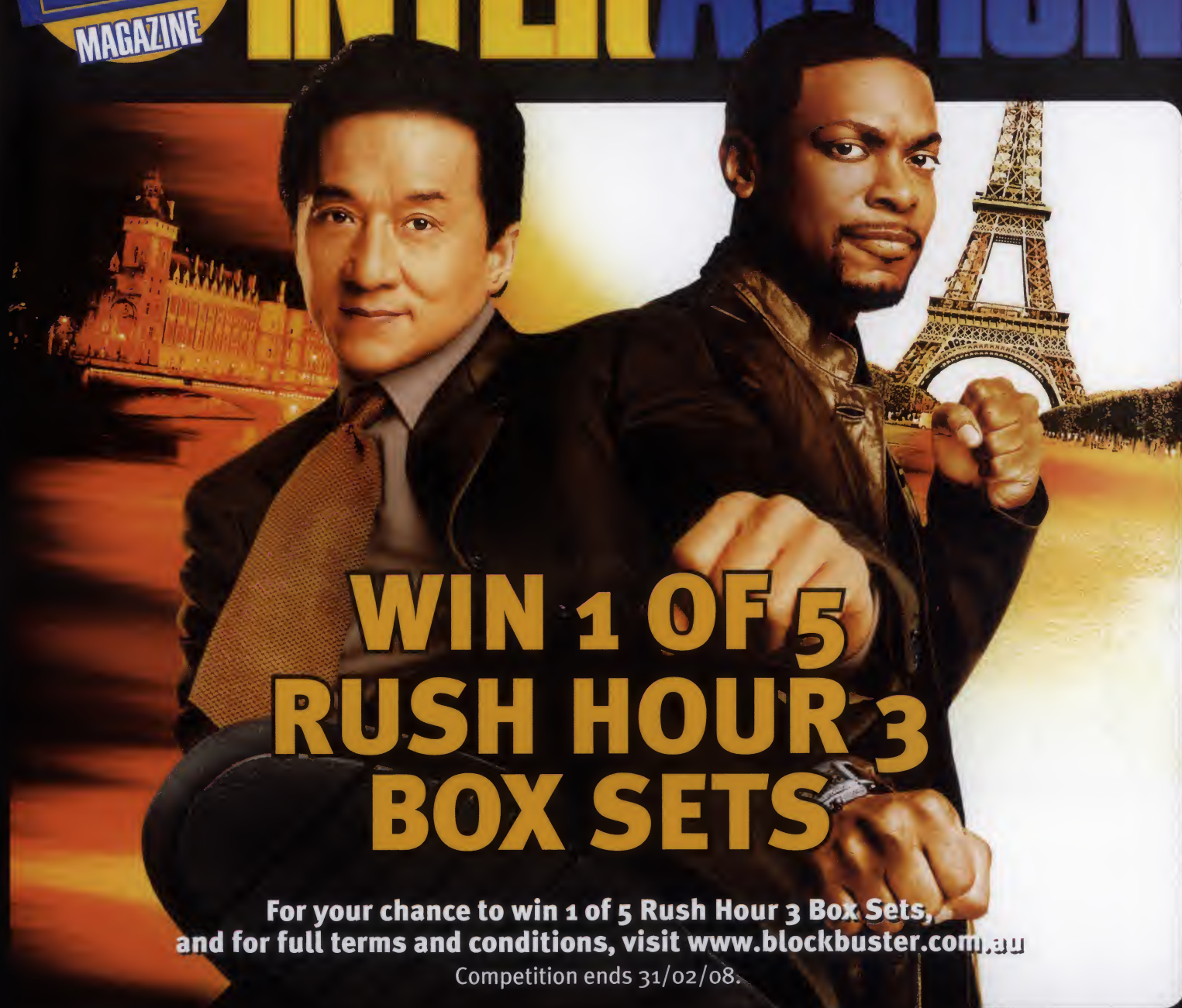


■ Okay, pan – yep. Jump, uh huh. Yeah, where's exit?



**YOUR FREE  
BLOCKBUSTER  
MAGAZINE**

# INTERACTION



**WIN 1 OF 5  
RUSH HOUR 3  
BOX SETS**

For your chance to win 1 of 5 Rush Hour 3 Box Sets,  
and for full terms and conditions, visit [www.blockbuster.com.au](http://www.blockbuster.com.au)

Competition ends 31/02/08.

**VISIT THE BLOCKBUSTER® WEBSITE FOR**

**MORE  
FEATURES**

- Interactive polls
- Mobile content

**MORE  
GOSSIP**

& the latest  
entertainment news

**MORE  
MEMBER  
EXCLUSIVES**

- Great competitions
- VIP movie info

**MORE FUN**

- Movie trailers
- Games trailers
- Just 4 Kidz!

Plus, sign up for the members newsletter and receive special offers, movie news and more via email every month.

**[www.blockbuster.com.au](http://www.blockbuster.com.au)**



■ **GENRE:** ACTION  
■ **RELEASE:** NOW  
■ **DEVELOPER:** KOEI/OMEGA FORCE  
■ **DISTRIBUTOR:** THQ

■ **PLAYERS:** 1-2  
■ **PRICE:** TBC  
■ **HD:** 720p  
■ **WEB:** dynastywarriorsgundam.com

■ **BACK STORY:** *Dynasty Warriors: Gundam* is based on the *Gundam* anime series with gameplay derived from the confusingly popular *Dynasty Warriors* series. Originally released last March in Japan as *Gundam Musou*, but do you care?

■ "Taste my ball and chain!" "Huh? What's your wife doing out of the kitchen?" THUMP!



■ "I'm wishing cancer upon you..."



■ Robots. They just love to catch salmon swimming upstream. No wait, that's bears. What were we thinking of?



# DYNASTY WARRIORS: GUNDAM

Samurai robots plus laser swords equals cool right?



■ "No, no, you misheard me - I said you could hold my stick. What? Why do you look so disappointed?"

## DON'T CHANGE

Including this one, there have been 21 different *Dynasty Warriors* games over 10 years and nine systems. Not much has changed in a decade. We just don't get it. We don't get what all the fuss is about. The series has sold more than nine million units. Who are these people and why do they love this shit so much? We wished we loved anything as much as these people love *Dynasty Warriors*. They're like kids and bubbles man. It's like crack to them.



**G**uys worldwide will agree. Take any franchise of your choosing. Now, add killer robots with a hot set of lasers and gratuitous over-the-top, against-the-odds, mass-scale violence and viola! You've got our interest even if the game is called 'Bratz Dance Megamix' (who wouldn't want to punt one of those bitches through the sticks for a field goal with the Terminator). So technically, the only thing *Dynasty Warriors: Gundam* is missing is random nudity? If only it were so easy...

Our loyal readers will understand the worried looks and sudden excuses to leave the room that erupted within the headquarters when yet another *Dynasty Warriors* entered the premises. Even though a big, shiny Gundam graced the cover in all its anime glory, what were the chances that we wouldn't be reaching for the same old thumb protectors and blister cream? Not great unfortunately. If they were to make a game-to-movie picture here, it would most likely be a cheap 300 rip-off, appropriately called '3'.

On the positive side you get to take control of a great big robot, as you and two other equally funky robot allies jump straight into the battlefield and start tearing your way through a seemingly

endless sea of mindless enemy robots, or Mobile Suits. Actually, we're not even sure they're worthy of the title mobile suit as they're anything but. They're not so much mobile as an iron wall of cannon fodder that stands between you and your final goal, which is usually a slightly larger and more colourful piece of scrap metal you need to neutralise.

Unfortunately, for those of you who care not for the thinking robot, but are too busy salivating at the thought of baring witness to a gorgeous array of Mobile Suit carnage as the PlayStation 3 churns out hundreds upon hundreds of shiny, sexy mechs for our viewing pleasure then think again. You could be fooled into thinking *Dynasty Warriors: Gundam* was actually the LEGO version of the game (which, in fact, might have been better). The enemy Mobile Suits look nearly as bland as the war zones you'll be romping over, which are terribly dated and flat out ugly. Your basic enemy is either going to be a brown block man (these guys literally litter the landscape), or a slightly larger (and... redder) robot. Of course, then there are the terrifying blue Mobile Suit warriors. What makes them so terrifying? Occasionally they think about fighting back after being cut into pieces or blown

to bits. The insolence! Unbelievable.

However, we guess it's not *all* bad. Amidst the mind-numbing combat you'll earn experience and upgrades. After every successful mission you'll score *something* you can use to further upgrade your ultimate weapon of war, upping your firepower or teaching you new combos to further enhance the efficiency of your killing sprees. *Gundam* fans may also enjoy the official and original modes of the game, with the latter pitting them against all of their favourite villains on the battlefield while throwing lore and storyline to the wind and adopting some truly nonsensical dialogue. The rest of you will wonder just how high you actually were when you actually took this game home.

If you're a fan of the *Dynasty Warriors* franchise and enjoy the thought of all out robot warfare, we guess you'll enjoy this. That, however, is the sound of everybody laughing at you. **♣ Bobby Peters**

### PROS:

- All your fave characters
- Upgrading your suit is cool

### CONS:

- Ugly to look at
- Shocking AI

**VERDICT:** A game for true *Dynasty Warriors* purists and *Gundam* fans. All two of you.

OFFICIAL  
SCORE:  
**05**



# THE HOTTEST KIT OF 2008 REVEALED TODAY IN **T3**





# PS3 PS2 PSP REVIEW

■ **GENRE:** ADVENTURE  
■ **RELEASE:** NOW  
■ **DEVELOPER:** BEENOX  
■ **DISTRIBUTOR:** ACTIVISION

■ **PLAYERS:** 1  
■ **PRICE:** \$69.95  
■ **HD:** 576i  
■ **WEB:** www.beemoviegame.com



■ "Man, if I wanna get some action I just gotta bee myself and stop using so many lame puns. Oh, damn it!"

## BEE MOVIE GAME

To the bee-mobile!

The biggest danger with making something that puns the phrase "B-Movie" is, if you cock it up, you'll wind up looking like a jackass that jinxed himself and made a turd of a movie. Now that we've got that *Seinfeld* observation out of the way, let's just say the movie defies these odds – and is actually decent.

Essentially, *Bee Movie Game* is a free-roaming/flying action-adventure that includes a large swag of diverse minigames and the comedic stylings of Jerry Seinfeld. Aside from the usual missions where you'll pollinate, collect, shoot and dogfight against angry wasps; Beenox has also included some engaging

bullet time, rain dodging sections.

*BMG* is competent but older gamers will buzz through it too quickly and without much challenge at all. That being said, if you're looking for a colorful, humorous diversion to amuse some rugrats and stop snotty fingerprints and boogers from appearing on your other games; this is it. **Adam Mathew**

### PROS:

- Flying through traffic
- Plenty of quality mini-games

### CONS:

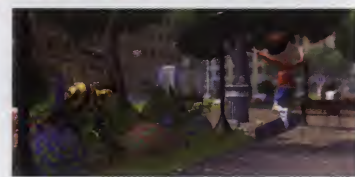
- Won't challenge
- Bee shooting dogs: absent

**VERDICT:** A sweet little diversion for kids – but anyone older than 10 will get stung.

OFFICIAL  
SCORE:  
**06**



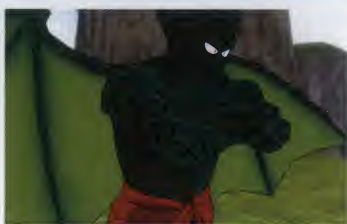
■ Who gets killed by bees? They're so tiny. Hear buzzing? Leave. We mean, we could understand if it was, like, killer horses. That's scary shit! Flying through the air, kicking you in the face...



# PS3 PS2 PSP REVIEW

■ **GENRE:** FIGHTING  
■ **RELEASE:** OUT NOW  
■ **DEVELOPER:** BANDAI NAMCO  
■ **DISTRIBUTOR:** ATARI

■ **PLAYERS:** 1-2  
■ **PRICE:** \$69.96  
■ **HD:** 576i  
■ **WEB:** www.atari.com.au



■ Six hits = the amount of coke it'll take for this to make sense

## DRAGONBALL Z: BUDOKAI TENKAICHI 3

Gather your Dragonballs in a sack – it's biff o'clock...

We love that the *DBZ* games are keeping the suspiciously Freudian, "stupidly-long-fighting-game-name" tradition alive; but seriously – what the bloody hell is a "Budokai Tenkaichi"? Translated it means "Strongest Under Heaven Tournament" which truly is a kick arse title; but marketing probably thought it sounded like a cheesy reality TV show – like "Earth's Next Top Chuck Norris Idol".

Honestly, not much has changed since *DBZ: Chuck Norris Idol 2*. They've added 50 extra fighters to the roster, the

controls have been tweaked, and the environments now have day and night flavours – which actually affects certain character transformations.

While it does also include other new additions – like "Battle Replay" mode

which allows you to save your favourite stompings and "Dragon History" mode that lets you relive classic bash-fests from the TV show – ultimately *Tenkaichi 3* feels like a good expansion pack rather than an epic sequel. **Adam Mathew**

### PROS:

- 150 fighters = a sweaty fanboy's wet dream

### CONS:

- Hasn't really evolved
- 150 fighters. No Chuck Norris

**VERDICT:** A solid yet same-old-same-old sequel. Pretty standard fare.

OFFICIAL  
SCORE:  
**06**



■ The guy under the bleachers, photographing your cash and prizes





■ Not pictured: giant human hand



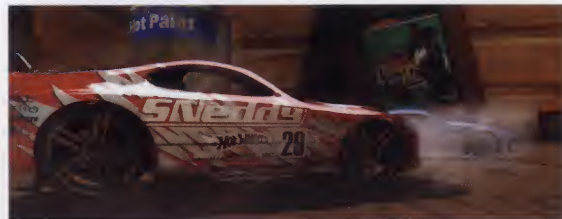
■ We once found a pubic hair inside our friend's little brother's Hot Wheels collection: it remains an unsolved mystery to this day...



■ **GENRE:** RACING  
■ **RELEASE:** NOW  
■ **DEVELOPER:** EUTECHNYX  
■ **DISTRIBUTOR:** ACTIVISION

■ **PLAYERS:** 1-2  
■ **PRICE:** \$49.95  
■ **HD:** 576i  
■ **WEB:** www.eutechnyx.com

PS3 PS2 PSP  
**REVIEW**



## HOT WHEELS BEAT THAT!

We'd rather beat something else...

When we were younger the idea of spending a wet afternoon indoors racing our own garage full of miniature toy cars around every little nook and cranny of the house was guaranteed to be a fun and thoroughly enjoyable time. It's too bad then that *Hot Wheels Beat That!* soils these wholesome memories with ugly visuals and mind-numbingly bad gameplay.

*Hot Wheels* features a collection of miniature plastic rides. Unfortunately, they simulate the toy car driving experience a little too perfectly, since apart from a different, but equally bland, coat of paint, you'll struggle to notice any differences between the different vehicles.

Unfortunately, once you've chosen your vehicle of choice it doesn't get much better. The game has a couple of momentarily interesting modes, such as 'quick race', 'eliminator' and 'rage', all designed in a desperate attempt to try and distract you from the totally lackluster driving mechanics and bland array of environments available.

With such a variety of game modes to engage in you'd be forgiven for thinking the game may have some value. But with only four zones, it's anything but fun.

To top it off the game features one of the most annoying soundtracks known to man. It's a fraction better than buying a toy car and stuffing it up your arse, but only marginally. Avoid. **Bobby Peters**

### PROS:

- Power-ups are okay
- Lots of content to unlock

### CONS:

- Ugly visuals, terrible sound
- Boring, broken gameplay

**VERDICT:** Delivers so little when you consider what it could have. Steer clear.

OFFICIAL  
SCORE:

04



■ "Hey fellas, do you mind just standing around until I blast you real good? Thanks for that..."

■ **GENRE:** FIRST-PERSON SHOOTER  
■ **RELEASE:** NOW  
■ **DEVELOPER:** EA  
■ **DISTRIBUTOR:** EA

■ **PLAYERS:** 1-32  
■ **PRICE:** \$69.95  
■ **GAMESHARE:** YES  
■ **WEB:** www.ea.com

PS3 PS2 PSP  
**REVIEW**



## MEDAL OF HONOR HEROES 2

Fat chicks RULE!

Okay, let's be real here, trying to make an FPS work on the PSP is like forcing a grotesquely fat chick into a pair of skin-tight jeans: always a tight squeeze, not easy on the eyes, and ultimately uncomfortable for all involved.

It's not that the PSP doesn't have the raw processing power to harness the beast (it totally does) it simply lacks one crucial ingredient: a second analogue stick, and this absence renders any attempt at the genre an uphill struggle.

So what do you do? Well you could do what *Medal of Honor Heroes 2* does – dumb down the aiming system to the extent that it becomes fun... albeit in an mind-numbingly boring way.

But while the aim assist in this game is so strong that it almost turns 'aiming' into an optional extra, there's never a moment when you're not thankful. Essentially *MOH's* auto aim is a compromise you'll never regret making, resulting in one of the first playable PSP first-person shooters.

Naturally, it also helps that the game

features an online component that allows up to 32 players online!

Ultimately though, despite its best efforts, *Medal of Honor Heroes 2* still feels a bit like a fat chick in tight jeans. The FPS genre requires a depth of control that the PSP simply isn't built to provide. It's easily the best effort so far, but still falls short of true greatness. **Mark Serrels**

### PROS:

- Solid technical achievement
- Excellent multiplayer

### CONS:

- Controls are still clumsy
- Linear, short single player

**VERDICT:** Best attempt at a PSP first-person shooter yet. Surprisingly worth a gander...

OFFICIAL  
SCORE:

07





# FILM

Jonah Hill & Michael Cera are too good in *Superbad*, Andy Samberg strokes his *Hot Rod*, Michael Moore coughs up the truth in *Sicko*, Jamie Foxx shoots for the throne in *The Kingdom* and more!

## DVD OF THE MONTH

### SUPERBAD (MA15+)

**STARRING:** Jonah Hill, Michael Cera, Christopher Mintz-Plasse, Bill Hader, Seth Rogen, Martha MacIsaac, Emma Stone  
**DIRECTOR:** Greg Mottola

A coming-of-age tale in the vein of *American Pie*, taking place over the course of one night like *Dazed & Confused*, *Superbad* is the story of Seth and Evan – two life-long friends about to graduate high school. They're heading to separate colleges, but are determined to lose their virginity before that happens. The plan seems promising when one of their crushes invites them to a graduation party, but they assume responsibility of supplying the alcohol. Naturally, everything goes drastically wrong after their friend Fogell is caught up in a liquor store robbery and the night disintegrates into a series of hilarious misunderstandings, law-breaking and blue detergent-flavoured beer.

Jonah Hill is on fire as the foul-mouthed Seth, Mintz-Plasse is great fun as the black-man-in-a-white-geek's-body Fogell and Michael Cera (*Arrested Development*) steals the show as the deadpan Evan. Seth Rogen's stint as the fun-loving cop is a hoot too.

**VERDICT:** A superb balance of sincerity and vulgarity, not unlike *Knocked Up*, *Superbad* is super good. More consistently funny than any teen comedy in recent memory, *Superbad* is a movie about getting wasted and getting the girl, but it's also a movie about growing-up – however painful and unwanted the experience sometimes is.

★★★★



## "I'M GONNA NEED TO SEE SOME ID"

### Four top film fake IDs

#### Superbad (2007)

**Fake ID:** McLovin

**"What? One name? ONE NAME? Who are you? Seal?"**

#### The Bourne Identity (2002)

**Fake ID:** Foma Kiniaev, Paul Kay, John Michael Kane, err... and Jason Bourne (sorry if we spoiled anything)

**"Who has a safety deposit box full of money and six passports and a gun?"**

#### Fletch (1985)

**Fake ID:**

Dr. Rosenpenis, Don Corleone, Harry S. Truman, Igor Stravinsky, Arnold Babar, Mr. Poon, Ted Nugent, Gordon Liddy, John Cocktoastin.

**"Can I borrow your towel? My car just hit a water buffalo."**

#### The Fifth Element (1997)

**Fake ID:** Leeloo Dallas

**"Leeloo Dallas mul-ti-pass."**

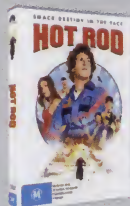




## COMEDY

### HOT ROD (M)

■ **STARRING:** Andy Samberg, Isla Fisher, Jorma Taccone, Bill Hader, Danny McBride, Sissy Spacek, Ian McShane, Chris Parnell  
■ **DIRECTOR:** Akiva Schaffer



When amateur stuntman Rod Kimble's stepfather needs a \$50,000 heart op he plans to raise the money by jumping 15 buses, one more than Evel

Knievel did. It's not quite as funny as it sounds, and while Samberg does a decent job it's tough to shake the feeling he's just channelling Will Ferrell for 80 minutes. Still, it does have a few moments of total brilliance; the scene where Rod vents his frustration by 'punch dancing' in the woods is a cack, and an emotional montage set to the strains of John Farnham's 'You're the Voice' is one of the most inspired marriages of music and slo-mo since the '80s.

**VERDICT:** An underdog flick in the vein of Adam Sandler's earlier stuff. A decent laugh, but nothing momentous.

★★★★

## TV

### THE JEREMY CLARKSON COLLECTION (PG)

■ **STARRING:** Jeremy Clarkson  
■ **DIRECTOR:** Various



Like all true man-children, Jeremy Clarkson never really grew up. He just got taller. As a result, he's always keen to test the fastest, the biggest and most

expensive toys around. This set features three one-hour specials from three of his older TV series. Watch Jezza compete in a combine harvester demolition derby and fly an F-15 in *Extreme Machines*, borrow the late Colin McRae's WRC Focus (and crash it into a tree) and race a skier down a snowy slope in a Jaguar in *Speed*, plus travel around the globe examining car culture (from the road-trains of Australia to a rally in India where your navigator is required to be blind) in *Motorworld*.

**VERDICT:** Not quite as entertaining as his *Top Gear* material, but this collection is still fun to watch.

★★★★★

## DOCUMENTARY

### AIR GUITAR NATION (M)

■ **STARRING:** Peter Dinklage, Dan Crane, David Jung  
■ **DIRECTOR:** Alexandra Lipsitz



*Air Guitar Nation* is the tale of two grown men, C. Diddy and Björn Türoque, and their quest to win the first US Air Guitar Championships for a chance to represent

Uncle Sam in Oulu, Finland at the World Air Guitar Championships. The founders of this event hold to the theory that air guitar can bring about world peace; if everyone picked up an air guitar they would have to drop their weapons and thus war would cease and peace would reign. Tubular. What's perhaps the funniest thing about this doco is how seriously these people take it.

**VERDICT:** There is something infectiously funny about watching a slightly chunky bloke in a Hello Kitty breastplate play Extreme's 'Play With Me' with an imaginary guitar, but the joke is spread just a fraction thin.

★★★★

### UNDERWORLD (MA15+)

■ **DIRECTOR:** Len Wiseman  
■ **STARRING:** Kate Beckinsale, Scott Speedman, Michael Sheen, Bill Nighy



A *Romeo & Juliet* story set in a war between vampires and werewolves. It had potential, but unfortunately it's all style and no substance.

**VERDICT:** Yeah, it looks good on Blu-ray, but it's still pretty lame.

★★

### WELCOME TO THE JUNGLE (M)

■ **DIRECTOR:** Peter Berg  
■ **STARRING:** The Rock, Seann William Scott, Christopher Walken, Rosario Dawson



Some top-notch fight scenes and casting of Christopher Walken make this one of the better buddy-action movies in recent memory.

**VERDICT:** The Rock really does have a winning screen presence. Great fun.

★★★★

### THE MARINE (M)

■ **DIRECTOR:** John Bonito  
■ **STARRING:** John Cena, Robert Patrick, Kelly Carlson



A meathead of a movie, boasts some decent enough action but the comedy is far too forced – it's mostly only funny when it's not trying to be.

**VERDICT:** Dumber than a sack of spanners. Passable, just.

★★★

### RESIDENT EVIL: EXTINCTION (MA15+)

■ **DIRECTOR:** Russell Mulcahy  
■ **STARRING:** Milla Jovovich, Ali Larter



More of the same, really. A few decent set-pieces are unfortunately far from enough to save it from total mediocrity. Not that scary either. Sigh.

**VERDICT:** That's the last one, right?

★★

## ACTION

### THE KINGDOM (MA15+)

■ **STARRING:** Jamie Foxx, Chris Cooper, Jennifer Garner, Jason Bateman, Ashraf Barhom, Ali Suliman, Jeremy Piven  
■ **DIRECTOR:** Peter Berg



An action-packed thriller, *The Kingdom* kicks off with a brutal terrorist attack on an oil company compound in Saudi Arabia, where a visiting FBI agent is killed.

Agents Ronald Flury (Foxx) and Janet Mayes (Garner) are allowed access to the investigation, but soon enough protocol and procedure are tossed out the window and the bullets start flying. Peter Berg's (*Friday Night Lights*, *Welcome to the Jungle*) attempt to combine *Rambo*-esque justice with *Syrianna*-style cultural consciousness hasn't quite worked, but it's entertaining regardless.

**VERDICT:** It's all a bit dubious, but it certainly doesn't cheap out on the wild action.

★★★★

## DOCUMENTARY

### SICKO (PG)

■ **STARRING:** Michael Moore  
■ **DIRECTOR:** Michael Moore



The United States is the only country in the developed world without a Universal Health System. If you cut off all your fingers in Australia, the government will stick 'em back

on – on the house. Do that in the US? Sorry, they're staying off. *Sicko* is a different style of documentary from Moore; he doesn't even appear on camera until a good deal in, opting to let the stories tell themselves. Some of them are truly shocking. Just how many people have DIED because of hospitals refusing to treat and health insurance companies refusing to pay? It's sickening.

**VERDICT:** Devastating yet sincere, hilarious yet heartbreaking – *Sicko* is Moore's most focused documentary yet. It makes you incredibly glad you don't live in the US.

★★★★★

## ANIME

### DEATH NOTE (RATING TBC)

■ **STARRING:** Mamoru Miyano, Shidou Nakamura  
■ **DIRECTOR:** Tetsuro Araki



Like anime granddaddys *Naruto* and *Bleach*, *Death Note* originally made it's name as a manga in the *Shonen Jump* magazine.

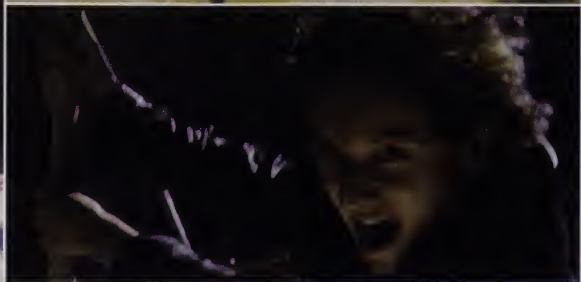
Light Yagami is your protagonist: an intelligent teenager who loathes crime, when he finds a 'death note' and uses it to kill the criminals' names on the list all hell begins to break loose. As always, we Aussies manage to get the cream of the anime crop when it comes to Japanese anime releases, and *Death Note* is no exception. An intriguing idea stretched to its limit, again it's just a shame that such a limited amount of episodes are featured on the disc.

**VERDICT:** Fans looking for a more mature anime need look no further – Another stellar release from Madman.

★★★★★

THE PENIS DRAWINGS FEATURED IN *SUPERBAD* WERE DONE BY DAVID GOLDBERG, CO-WRITER EVAN GOLDBERG'S BROTHER. HE PRODUCED CLOSE TO A THOUSAND, BUT ONLY A HANDFUL WERE FEATURED IN THE MOVIE AND CLOSING CREDITS.





Episode 2: SE, Lucas had tinkered with his classics before, but this time he went too far...

CINEMA

# JUMPER (RATING TBC)

**Director:** Doug Liman  
**Starring:** Hayden Christensen, Samuel L. Jackson, Rachel Bilson, Jamie Bell, Max Thieriot

Remember that scene at the start of *X-Men 2* where Nightcrawler teleports all around the room kicking seven kinds of shit out of all those secret service guys? Imagine a whole movie based around action like that and you've got *Jumper*. Hayden Christensen stars as the teleporting youngster coming to grips with the thrill of his new ability. Don't be put off by the previously prissy Christensen though because Doug Liman (*The Bourne Identity*) is directing it and Sam Jackson plays the suitably menacing leader of a group of mercenaries sworn to track down and kill all 'Jumpers'. Opens February 14



Demolition Man: Grandads at War was a straight to DVD release...

## COMING SOON

### WALK HARD (Rating TBC)

**STARRING:** John C. Reilly  
*Walk Hard* is the story of Dewey Cox, musician and national icon. Produced by Judd Apatow and jam packed with all the usual suspects. Opens January 24

### SWEENEY TODD (Rating TBC)

**STARRING:** Johnny Depp  
 Tim Burton directs his suitably Gothic interpretation of Sweeney Todd – a falsely imprisoned barber seeking revenge against his judge. Opens January 24

### DAN IN REAL LIFE (Rating PG)

**STARRING:** Steve Carell  
 Advice columnist Dan Burns might be an expert on relationships, but somehow he struggles to succeed in any of his own personal ones. Opens February 14

### JOHN RAMBO (Rating TBC)

**STARRING:** Sylvester Stallone  
 Rambo leads a group of mercenaries into war-torn Thailand to rescue Christian aid workers. Our tip: ignore the plot and enjoy the gory madness. Opens February 21

# BUZZ

The latest movie murmurs from home and abroad



### JACKASS 2.5 ONLINE

The bones have healed and the rectal cavities have recovered sufficiently for those crazy *Jackass* blokes

to put their balls on the line one more time in *Jackass 2.5*. According to *The Hollywood Reporter* the new 64-minute flick will skip cinema entirely and go directly to digital download. Initially the movie will be offered for free, before moving to paid services like iTunes and then finally onto a normal DVD release.



### THE A-TEAM RECRUITING

Preparation for 2008's remake of the '80s cult classic TV show *The A-Team* is gaining serious momentum. John

Singleton (*Boyz n The Hood*) recently confirmed he will direct it. The update will see the new A-Team be made up of Gulf War vets and will have a more serious flavour. Owen Wilson, Jack Black and Mr. T himself are rumoured to be involved. We love it when a plan comes together.



### PUNISHER SEQUEL

The first flick may have been a disappointment but it's impossible to deny that the Punisher license itself has huge

potential so we're thrilled to report that the sequel, *Punisher: Warzone*, is in production and on-track for a September 2008 release. New director Lexi Alexander is bringing a far darker and more sinister feel to the sequel (being shot almost entirely at night). Ray Stevenson will star as Frank Castle (*The Punisher*).



### IN A LEAGUE OF HIS OWN

If you thought Heath Ledger being cast as The Joker was weird then get ready to open up a whole can of crazy because

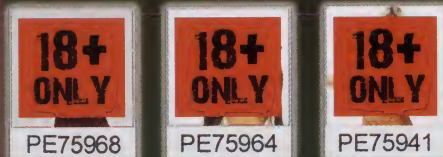
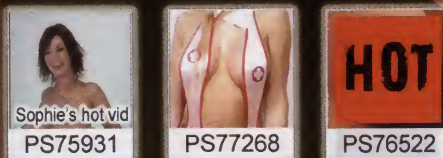
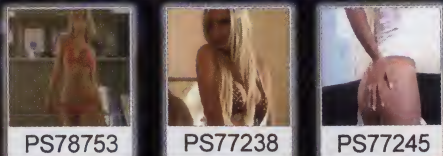
Jay Baruchel (unemployed stoner in *Knocked Up*) has signed on as the leading villain in George Miller's *Justice League of America*. Oddly enough, Baruchel was already signed to star in *She's Out of My League*, which he promptly dumped for this role. If you're unfamiliar with the comic book, *Justice League* is an X-Men-style super group including Batman, Superman, Wonder Woman... and some B-grade heroes who'd never get their own movie.



# BLING!

HOT WALLPAPERS, TONES, MOVIES + MORE

## HOTTEST MOVIES



**PS77266** Krystal schoolgirl  
**PS70295** Perfect Rear  
**PS77328** Theika in Pink  
**PS77267** Cheerleader  
**PS70354** Pleasure  
**PS75950** Tasty Natasha  
**PS76239** HOT Horny Blonde  
**PS77256** Bikini Girl in Bed  
**PS75969** Sexy secretary  
**PS77329** Exotic Lingerie Girl

**Sophie Howard**

Sophie Video  
PS75931  
PS59345  
More Sophie Wallpapers  
PS59513  
PS59514  
PS59344

**Emily Scott**

Emily Scott Wallpaper  
PS60306  
Emily Scott Mobile Screensaver  
PS78039

**Jessica Alba**

Alba Wallpaper  
PS57977  
Alba Video  
PS78713

to order any item:  
txt the  
**ITEMCODE**  
to  
**19 44 00**

eg. PS56288

Subscribe to **BLING!**  
for just \$4 per week!

(All items require a WAP enabled handset)

## MOBILE JAVA GAMES



## FILTHY PICS



## ANIMATIONS



**FREE4U**

NO SUBSCRIPTIONS  
NO RIP-OFFS  
100% FREE ACCESS

**HOT PICS & VIDS**  
**SEXY GAMES**  
**TEXT ACCESS**  
**TO 194400**

BLING! is a subscription club offering pics, tones, animations & more for just \$4 per week until you send STOP to 19 44 00. BLING! Mobile Java Games cost \$8 per week. Free4U is a non-subscription service. Site has no access or subscription charges. Normal operator browsing charges apply. 1st item free, pic pack downloads \$4, games \$8 each. You must be over 16 to use this service. We may contact you with an occasional promotion however you may opt-out at anytime by following the opt-out instructions on promotion. A \$4 subscription fee applies to new members. For customer support call 1300 857 633 or help@blingmob.com. BLING! is a brand of AMV Group PO Box 2952 London WC1N 3XX, UK



The latest and greatest gadgets

# TECH

## WHAT IS...

**OPTICAL ZOOM** Zoom of the optical variety is the kind where the actual lens itself magnifies the image in question, resulting in zoom with no loss of image quality. In other words: the best kind.

**DIGITAL ZOOM** The poor man's zoom, which basically just enlarges the pic whilst retaining the same resolution, resulting in a depletion of picture quality. This can be done in photoshop regardless.



## NIKON COOLPIX S51 ~~\$399~~

[www.nikon.com.au](http://www.nikon.com.au)

**The nikon is** a nifty little black number, available in two flavours: with Wi-Fi (add \$100) and without.

Picture quality is, shall we say, variable. Generally snaps are bright, with punchy colours and rich detail, but at times you get a weird pink cast on flash shots and more digital noise than is strictly acceptable on an eight-meg effort.

Some slowing occurs when saving or viewing full-res images, but use is simple in the main thanks to a click wheel.

**VERDICT** An honest, simple, compact camera for an honest, simple price.



**ZOOM** 3x optical  
**SCREEN** 3 inches, 230,000 pixels  
**SENSOR** 8MP  
**BATTERY LIFE** 150 shots  
**MEMORY** SD card, 13MB internal  
**SIZE/WEIGHT** 93x59x21mm/125g

## CANON IXUS 860IS ~~\$599~~

[www.canon.com.au](http://www.canon.com.au)

**This ixus offers** that little bit more. Yes, more zoom (3.8x instead of the usual 3x), more screen (three inches instead of 2.5), more (annoying) scene modes... and a few more dollars on the price.

As it's a Canon, you get an impressive optical stabiliser, face detection and superb image quality. Colours and detail are both strong, although there are some smoother low-light cameras to be had. Build quality is excellent too, making it well worth the extra poundage added to both the cost and the weight.

**VERDICT** Rock solid, with the best screen here.



**ZOOM** 3.8x optical  
**SCREEN** 3 inches, 230,000 pixels  
**SENSOR** 8MP  
**BATTERY LIFE** 240 shots  
**MEMORY** SD card, 32MB card  
**SIZE/WEIGHT** 93x59x26mm/155g





**MEGAPIXELS** As you might have guessed, this is the amount of pixels that can be recorded by a camera. One megapixel equals a resolution of 1280 x 800. A 7.1 megapixel camera should suffice, but the more the better!

**OPTICAL STABILISER** This could devolve into a physics lesson, but basically an optical stabiliser function enables the camera to bend light from awkward angles to help produce the best image possible.

**MEMORY CARDS** Generally most digital cameras use SD memory cards, but some will use XD or others. We recommend sticking with the SD, purely due to the fact that you can use it easily across cameras.



## SONY CYBER-SHOT T200 \$749

[www.sony.com.au](http://www.sony.com.au)

**One happy day**, all cameras will come with a 3.5-inch touch display. Hopefully, though, they won't be too much like this one, which gives just a letterboxed 2.8-inches for framing, and has painfully slow, cartoony touch icons on either side.

Images have little fine detail, but a 5x zoom earns back some box-brownie points. Alas, Sony's hyped 'smile shutter', which is meant to shoot as soon as a smile is detected, requires gurning not seen since the heyday of acid house to work.

**VERDICT** Slow and gimmicky, perhaps. But if you want style, this oozes it from every pore.



**ZOOM** 5x optical  
**SCREEN** 3.5 inches, 230,000 pixels  
**SENSOR** 8MP  
**BATTERY LIFE** 250 shots  
**MEMORY** Memory Stick, 31MB internal  
**SIZE/WEIGHT** 94x59x20mm/160g

## OLYMPUS µ 790 SW \$499

[www.olympus.com.au](http://www.olympus.com.au)

**Simply the only** photographic choice if your favourite leisure pastimes involve gravity, adrenaline or water, the µ is drop-proof to 1.5m, waterproof to 3m and brass-monkey-proof to a chilly -10°C. It's small enough to zip into a pocket, happy to shoot cheerful, colourful snaps and especially good at daylight portraits.

The controls are precise, but too small for use with ski or scuba gloves, and while the screen shows lots of detail in the dark, that doesn't always translate to the noisy twilight images and weak flash shots.

**VERDICT** The ultimate stag-party camera.



**ZOOM** 3x optical  
**SCREEN** 2.5 inches, 230,000 pixels  
**SENSOR** 7.1MP  
**BATTERY LIFE** 200 shots  
**MEMORY** xD card, 15MB internal  
**SIZE/WEIGHT** 94x61x21mm/136g





Expert tips, tricks & tactics!

# HELP

# CALL OF DUTY 4

Who knew WWII would be this much fun?

■ "Hey Geoff, did you watch the latest episode of *Grey's Anatomy*?" (Awkward silence) "Yeah me neither. I hate that show"



Game of the year? Shooter of the Year? Perhaps, perhaps. Best *Call of Duty* game ever? No doubt. Infinity Ward is back at the helm and it's updated the series from its WWII roots to a modern setting. It's great!

**C**all of Duty 4 is simply one of the best games of the year. Not only does it look great and bring the intense combat the series is renowned for into the modern era, it does a fantastic job of telling a tense, gripping story. Combine this with a cast of characters you'll soon grow to love (or hate!) and you've got one of the most memorable shooters we've seen in a very long time.

Each mission guide below has general tips on how to proceed; given the fluid nature of combat in the game, too-specific instructions simply aren't possible. Generally speaking, if you use good tactics, you'll be able to handle any situation the game throws at you. These include:

- **Use cover** – *CoD4* features semi-realistic damage. This means that while you can still take a few hits, if you stand in the open, blazing away at your

enemies, you'll die quickly. Stay behind cover, crouch or go prone to make yourself a hard target to hit.

- **Reload frequently** – Take cover when you do. Remember that switching weapons is faster than reloading, but as soon as you can find cover or there's a lull in the action, reload.

- **Use your grenades wisely** – They can make a big difference. Also keep a beady eye out for the grenade indicator and throw back (or move away from) enemy grenades.

- **Grab the right weapons** – You start most weapons with an assault rifle and a pistol. Ditch the pistol as soon as you can find a good secondary weapon. Sniper rifles are good for larger, more open spaces and submachine guns and shotguns are good for close-quarters work.

- **Stay with your squad** – Your squad can provide handy supporting fire.

If you charge too far ahead you can find yourself stranded, or your squad mate(s) killed.

- **Use your equipment** – At various times you'll have rifle grenades, claymore mines, C4, night-vision goggles and other goodies. They're very helpful. Use them.

The mission guides also contain notes on how and where to find the 30 laptops hidden throughout the game. These hold vital intel but perhaps more importantly, open up the cheats menu once they've all been gathered. There's no need to gather them all up, but they're well worth collecting, as some of the cheats are highly amusing.

## PROLOGUE

*Call of Duty* games like to make a strong first impression and *CoD4* is no exception. Get ready – the roller coaster ride is about to begin!

## 1 FNG

This is your training level, an opportunity to get familiar with the controls before beginning the game proper. Simply follow instructions at the SAS firing range, then follow the indicator on your HUD to meet Captain Price and the rest of your squad.

The training course isn't too hard, and once you're done the game will suggest a difficulty level. It's worth running the course over if you make a meal of it the first time through – you want to be sure that you're on top of the controls before you head into some serious combat.

## 2

### Crew Expendable

A straightforward, but highly moody and dramatic mission to get things started. Once you've landed on the ship, just follow Capt. Price's orders (and the rest of your squad).





■ "Dude, I've got one of those single raindrops creeping down the crack of my ass." "I really did not need to know that..."



Take out the bridge crew and head downstairs. A drunk sailor will stagger out of a room to your left – kill him and head back outside.

**Laptop: Go into the room the Russian came out of. There's a laptop on your immediate left.**

Move with your squad to the other end of the ship. There are two guards atop the second platforms – if you want to take them out you'll have to be quick (or your squaddies will do it).

When you get to the other end you'll come under heavy fire. Your helicopter will fly up and lend a hand. Regroup by the door and go back inside. Enemies will start to appear so stay cool and don't forget to reload after each firefight.

**Laptop: After Captain Price throws a flashbang, go into the hold and down the stairs on your immediate right. There's a laptop sitting on the floor to the left.**

Keep moving with your squad until you come to the radioactive container. Once it's open, go inside and grab the clipboard (if you're too quick, you'll have to wait for it to turn gold before you can pick it up).

The mission now starts to go a little pear-shaped now and you have to abandon ship; sprint, stay with your squad, and listen for Capt. Price's directions; if you somehow get lost, use the objective marker on your HUD as a guide. Every time the ship shakes you'll be forced into a crouch; jump to go back to a standing posture.

When you get outside, jump for the chopper when prompted. Capt. Price will give you a helping hand and then it's mission complete.

### 3 The Coup

Not much you can do here except take in the scenery

and enjoy the ride – while it lasts. This is definitely one of gaming's more memorable cut-scenes, so make sure you don't wander off while it's playing.

## ACT I

You'll switch between 'Soap' MacTavish and Sgt. Jackson for this Act, as our story begins to unfold.

### 1 Black Out

If you're having trouble seeing on this level, you can use your night vision goggles to help see in the dark but for most of the time you shouldn't really need them. As you start, move forward and kill the two soldiers patrolling outside the hut; there are two more inside. Take them out.

**Laptop: Inside the shack there is another laptop.**

Continue on to the next cluster of





huts. Follow instructions and place some claymores, then clear out the remaining soldiers. Then go up the hill and through the house into the clearing, where you'll meet Sergeant Kamarov and his squad. Switch to the sniper rifle and follow the other troops to the sniper point. From there, open fire on your enemies. Capt. Price will order you to take out the machine gunners; you'll have to shoot through the wall to get one of them.

Then follow Kamarov along the path, through the building and into a firefight against the reinforcements just deployed by helicopter. Use your sniper rifle on the first wave; when they're dealt with, switch to your assault rifle and advance. You can do some heavy damage to the next wave with your grenade launcher.

When they're all dead, continue up the hill to another sniper point, then up into the power station. Gaz and Kamarov will have a few words, then it'll be time to rappel down the cliff and storm the courtyard. Be wary here, especially as you move through the house. Once you're through, follow the path around and to the left and get ready to storm the house.

Once Gaz has cut the power, switch to night vision and enter the house with Capt. Price. There are only two soldiers downstairs; proceed upstairs, eliminate the soldiers and rescue Nikolai. Then leave the house and board the helicopter; mission complete.

**Laptop: On the second floor, in the bathroom (sitting on a crate, facing the toilet), is a laptop.**

## 2 Charlie Don't Surf

Playing now as Sgt. Paul Jackson, you'll join the US Marine Force Recon as they storm Al-Asad's location. Oorah!

Move with your squad to the target building's side door and get ready to enter; step up onto the concrete slab to trigger the entry. Take point and enter the long room. One terrorist is immediately visible; take him down then edge around the corner to shoot another. There are two more in a room behind you. They're easily killed but one has a shotgun, which you might like to take. In the long room there are plenty of weapons. The RPGs are amusing but the Dragunov is a more useful choice for the combat to come.

**Laptop: There's another laptop in the corner room with the two pesky terrorists.**

Continue clearing the building and take good care, as some enemies won't spawn until you enter a room (so you can't lay waste with explosives to help clear your path).

Work your way through the streets; if you have the Dragunov you can use it to take out the terrorists on rooftops with minimal fuss.

**Laptop: Just before you come to the main street (a ute with a machine gun in the back, a 'technical', will make a pass), turn right and head down a small alleyway (you'll be moving south). You'll see a building with a pale blue interior. Head upstairs to find another laptop**

**Laptop: Once you've crossed the street, go upstairs (just past the blue car on the right) to the rooftop the terrorists were shooting from to find another tricky laptop.**

Move up to the TV station and get ready for some intense close-quarters combat! Grab a shotgun if you can find one and make liberal use of your grenades. The fight in the main room is especially nasty; get across the floor and use the side rooms for cover. Then follow your squad up and across the roof, then down and back into the building until you come to the broadcast room. Mission accomplished.

## 3 The Bog

Hug the right-hand side of the bridge until you come to a hole in a fence that leads to some stairs going down. Switch to night vision and move into the basement; your targets will be on ground level and the upper stories of the broken building. Your grenade launcher will come in particularly handy here. Move forward and to the right; head up the stairs (saving Roycewicz as you go) and clear out this floor.

**Laptop: Your comrades will kick in the door beside the AK-47/crossed scimitar graffiti. There is a laptop in this room.**

Head out of the building into another firefight in a small courtyard. You can stay where you are or cross over to the buildings forward and to the left of your starting position. Keep to



■ Smoking cigars: bad for your health, but admittedly cool...



■ "Isn't the gas mask a little excessive John?" "I just had a bean burrito for lunch, what the hell do you think soldier?"





cover and use grenades when possible, and don't get too far ahead of your fellow Marines. Be especially careful of the terrorists who appear on the overpass, as they'll rain fire down upon you if you don't take them out.

When the enemy tanks appear a Marine carrying the Javelin anti-tank system will be killed; grab the Javelin, go upstairs and take out the tanks.

Move through the marketplace to the open area where the friendly neighbourhood tank is located.

**Laptop: As you move through the marketplace you'll see a fridge. Opposite its door is a stack of cardboard boxes, forming an angled wall. There's a laptop on the ground behind the boxes.**

The fight around the tank is ferocious; you need to concentrate on taking out the terrorists with RPGs, as they're the main threat to the tank. There's a Dragunov on the ground near the car by the wall and the dumpster as you enter the firefight. Hang back (near the wall behind the car is a good spot) and snipe. You'll know the tank is safe when you hear it try to call in some air support, but this isn't possible until you advance and destroy the AA gun. Move through the buildings to make your way to the gun. Eliminate the crew, place the charge and exit the building before detonating it. Then place the IR marker on the ground, enjoy the fireworks as the helicopters come to your aid, and regroup at the tank.

## 4 The Hunted

Our SAS squad's getaway has hit a chopper-shot-down snag, so the lads will have to leg it. Capt. Price will get you moving; arm up (there are a number of guns to choose from, including the M4A1, G36C and MP5) and follow.

Save the farmer, finish off the Russians and move into the field. Hit the deck to avoid being spotted by the chopper. Then move up to the farmhouse. You'll be rushed as you wait for Gaz to open the basement door; as soon as it's open, head on inside. As you move through the house you'll

be ambushed; stay low, finish off the Russians and move out.

**Laptop: Once you've left the house you'll be in an area with a number of smaller buildings. One of these has a vending machine outside; there's a laptop in it.**

Next you'll be attacked by guards and their attack dogs. There's no RSPCA in Russia so shoot them if you can; otherwise, if you get knocked down, wait till the dog is about to bite, then snap its neck. Clear out the troops and move into the field; there's a staircase leading up to a small balcony which makes a great vantage point for this gunfight. Make your way to the greenhouse as stealthily as you can; don't fire unless you're spotted.

The alarm will eventually be raised, however, so take care of the Russians as quickly as possible. You can't shoot the chopper down but you can take out the door gunner. This is a tough fight, so take your time, move up steadily and make good use of cover.

You'll then have to fight your way through two greenhouses and the space between; again, there are lots of guards and you don't have much room to move, so stay back, use cover and grenades and support your squaddies.

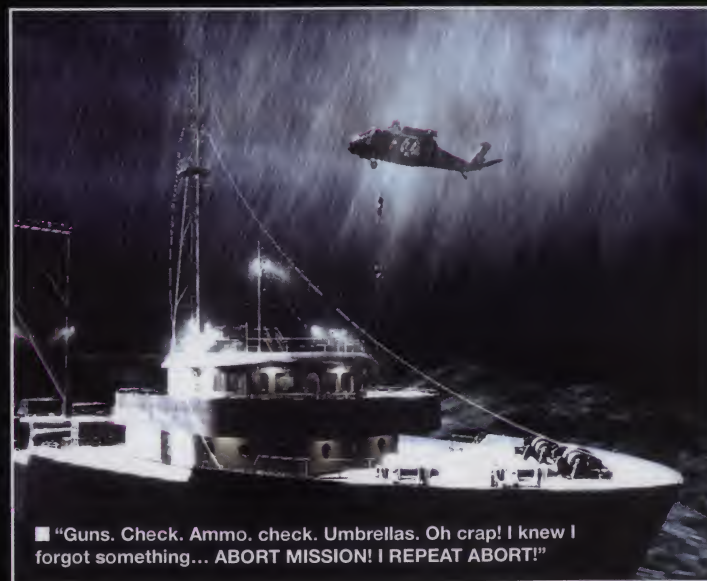
**Laptop: When you exit the second greenhouse, go left. There's a laptop on a table in the shack with the sheet metal roof, opposite the barn.**

When the soldiers have been killed, go into the barn and use the Stingers to bring down the chopper. Advance toward the extraction point, and wait for air support.

## 5 Death From Above

This mission is pretty straightforward, as you provide air support for Capt. Price and his squad. You have two different vision modes and three different weapons.

White Hot (WHOT) and Black Hot (BHOT) make hot things appear as white or black, respectively. The SAS squad are all marked with strobes that show up best in WHOT, but BHOT is better for spotting enemies.



■ "Guns. Check. Ammo. check. Umbrellas. Oh crap! I knew I forgot something... ABORT MISSION! I REPEAT ABORT!"



The three weapons are the 25mm cannon, 40mm cannon and 105mm cannon. The bigger the gun, the broader your field of view and the greater the blast radius of your shots. Generally speaking, stay with the 105mm cannon until you've spotted some enemies, then switch to the 40mm to take them out. Save the

25mm for when the SAS troops are in close proximity. The chatter in the AC-130 will give you directions; keep your eyes peeled and listen to your fellow aircrew and you shouldn't have too much trouble.

**6 War Pig**  
The Pig has been repaired and now it's time to support

its advance. Take point and move up along the road slowly, keeping to cover and using grenades to take out clumps of enemies. Some more terrorists will arrive by helicopter (you can shoot them down with RPGs behind the bus if you're quick enough); when they've been dealt with the tank will take a left hand turn (over a car). This street is quite the free-fire zone. Watch out for enemies on the rooftops and slowly make your way down the street, clearing each house as you go.

**Laptop: On the second floor of the building on the right-hand corner is laptop. This building and the one opposite are full of enemies, so stay on your toes.**

**Laptop: On the second floor of the building opposite the right-hand corner is a laptop. This building has a red payphone outside; head into the clothes shop and through the hole in the wall on the left. The laptop is upstairs, on a bed.**

Clear out the enemy concentration around the bus that blocks the road and the buildings around it. Then head to the right and into the building full of enemies; when you make it out the back you'll have to take on a machine gun nest. Grenades through the windows will work a treat here, otherwise you'll have to clear it out the old-fashioned way.

**Laptop: On the second floor of the building in the alley with the two machine guns.**

Once the machine guns are gone, a T-72 will arrive. Avoid being shot and wait for the Pig to deal with it. Then head to the chopper and you're done.

**7 Shock and Awe**  
As this level begins, you're manning an automatic grenade launcher. Take out the emplacements on the rooftops and any armoured cars you see. Shoot at the





fuel tankers too – their explosions will take out plenty of enemies.

Eventually you'll land, quite close to a squad that's trapped. This is close-quarters urban fighting so don't rush in – hang back and clear your pathway. Make your way to the second floor of the building marked by green smoke and rendezvous with the squad.

**Laptop: Near the blue barrels by the trapped squad's position on the second floor.**

As you move out more enemies will arrive. Kill them and keep moving forward – watch out for machine guns.

**Laptop: Upstairs in the building on the right (the one with the two windows that look down on the trapped squad's initial position), you'll find a laptop in a closet.**

Now get back to the LZ, board the chopper and man the grenade launcher. You'll see a Cobra go down; time for another rescue mission.

Charge straight for the Cobra; gun down any enemies you can. Grab the pilot and head back to the chopper, Scharzenegger-style. Time to leave...

**8 Aftermath**  
Another semi-interactive cutscene. It seems that Al-Asad has some pretty serious explosives on hand. You can stand up after a bit.

## ACT II

Plenty of SAS action in this act, as you search the Russian country side for Al-Asad, and play through a memorable pair of 'flashback' missions from Captain Price's past.

**1 Safehouse**  
Your first task is to go house-to-house through the village on the hill, clearing out the soldiers and searching for Al-Asad.

**Laptop: As you move up the path, you'll come to a church (on the left) and a house with a satellite dish. There's a laptop on the second floor of the house.**

Fight your way through the village. Call in air support as it becomes available and watch out for the BMPs. Follow the objective markers; you need

to storm each location and check every room for Al-Asad. Capt. Price or Gaz will give an all-clear when the house has been fully searched. Grenades and rifle grenades are quite handy, as is a shotgun or sniper rifle (for thinning out defences from afar).

Once you've cleared out the lower part of the village, head up past the water tower.

**Laptop: On the road behind the burning building and to the right of the water tower (as you move up the village) is a two-storey building that looks like it was once a restaurant (it also has a satellite dish on the roof). There's a laptop in one of the ground-floor booths.**

Continue your building-clearing work. Al-Asad is in the barn-like structure at the village's top, through a fence and across small field. Take this building and it's mission complete.

**2 'All Ghillied Up'**  
Aah, memories. In this mission, and the next, you play as a

young Lieutenant Price, hunting for Zakhaev in and around the ruins of the city formerly known as Chernobyl. Captain MacMillan is your partner; listen to his orders (he knows what he's talking about) and you'll be just fine. Stick with silenced weapons for this mission – stealth is your goal. Follow Capt. MacMillan to the shed; snipe one soldier when the other's not looking and the Captain will take out the other. Wait in the shed for a moment until another soldier comes out; you can snipe him or let him pass.

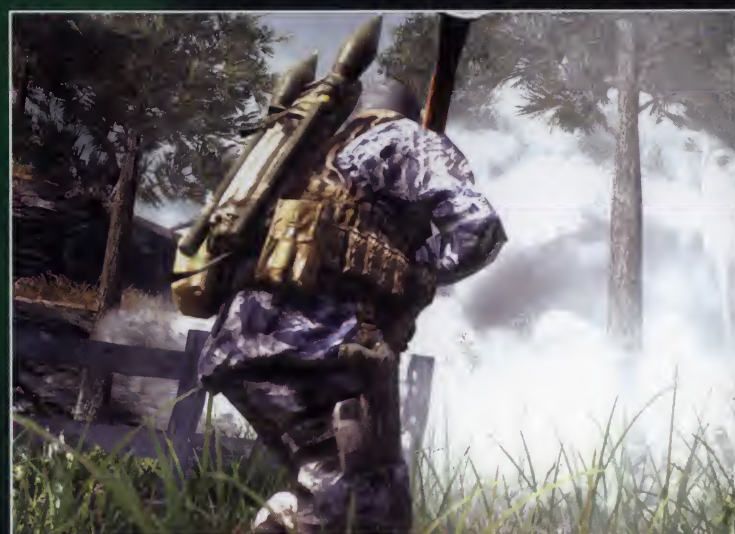
When you come to the church, hit the deck and move forward to the second tree. Snipe the lookout in the tower, then the guard on patrol. Go through the church.

**Laptop: In the church tower where you shot the lookout.**

Hide by the fence until the chopper leaves, then get ready to move across the field (if the chopper notices you, head back to the church and use the Stingers in the tower to bring it down). You can't fight all the soldiers, so lay low, move slowly, and let them pass



■ Why is that soldier jumping inexplicably? He's a big Van Halen fan



■ They managed to take down Smokey, now they just had to get The Bandit...!





■ "Hey Jim, did you bring a pack lunch? Whaddaya got? D'ya wanna swap an apple for a Snickers bar?"



■ "Hey Chuck, watcha shooting at?" "A rock"

— you'll only be noticed if you let one walk into you.

Move on to the collection of destroyed vehicles. If you want to snipe the two soldiers disposing of the bodies, shoot the last guard patrolling on the left and wait till Capt. MacMillan gets into position and gives the order. Otherwise, stay prone and skirt clockwise around the pool, taking care not to bump into the feet of any other stray guards in the vicinity.

Head towards the containers. Capt. MacMillan will take out a patrolling guard; move up to the body and swap your pistol for the guard's P90; it'll come in handy later. Let the Captain take out the second patrolling guard and follow him into a container that's closed at one end.

**Laptop:** When MacMillan takes out the second guard, circle back around past the guard whose P90 you took. Inside the rough circle of containers are three

**more guards. One is sleeping with his feet up on a table made of blue drums, on top of which is a laptop. The other two are standing in a corner. Shoot the sleeping guard. This will cause the other two to come looking. Take them out quickly with the P90 and grab the laptop. This may raise the alarm; move quickly and protect Capt. MacMillan (if he's killed it's mission failed).**

The next part is pretty hair-raising, but all you need do is follow Capt. MacMillan's lead. Don't fire at any Russians, stay close to the Captain and you'll make your way through the middle of the Russian convoy.

Move towards the buildings. Take out the sniper on the fire escape and continue forward.

**Laptop:** Go all the way up the fire escape the enemy sniper was standing on. There's a small room at the top with a laptop in it.

Keep following Capt. MacMillan through the city. Skirt around the wild dog; if you shoot it its pack will attack. There are no more enemies for the rest of the level; simply follow Capt. MacMillan through the empty buildings and head towards your sniper's nest in the abandoned hotel.

## 3 One Shot, One Kill

Your first task is to shoot Zakhaev. Wait until the flag drops, or is pointed straight back at you, or your shot will go wide. If you miss, the mission will re-start.

Once you've hit him, a chopper will attack. Stay calm, zoom back a little and shoot the pilot's brains out. Then head for the ropes at the other end of the building and exit.

From now on the mission is pretty much run-and-gun, so you needn't worry too much about using non-silenced weapons.

The first wave of troops will hit

as you're moving down beside the building. Use the cars for cover but beware exploding vehicles! A second group of soldiers will attack your right flank (through the scrub) so push on past them and into the small courtyard. You might want to pick up an automatic weapon or shotgun to supplement your M21; regardless, head towards the building entrance with a fire burning just inside.

Make your way through the building and cross through the windows into the next. Shoot the dog behind the fence, or you'll have to wait for it to circle through the building so Capt. MacMillan can shoot it. Once you leave the building there will be soldiers waiting to ambush you. Deal with them and move on. A helicopter will now attack; snipe the pilot and it'll come down. Dodge it as it crashes, then pick up Capt. MacMillan, who's been injured.

As the next wave of enemies approach, drop the Captain and clean





them out; you'll know they're done when Capt. MacMillan says it's time to move out. Ditto for the second group.

More troops will be deployed by helicopter, so head into the building Capt. MacMillan indicates. He'll ask you to put him down; clear the rooms and when he gives the all clear, reload your weapon, pick up the Captain once again, and leave the building.

**Laptop: As you exit this building you'll see its fire escape. Go all the way up and on the top landing, you'll find a laptop.**

Continue on through the swimming centre and kill the two guards on the other side. You're now facing a big ferris wheel. Put Capt. MacMillan down a short distance in front of this and place your claymores around the field; facing across gaps in fences, beside cars and other debris that might be used as cover, and so on. Then take the Captain to the glowing gold circle of grass. He'll top up your claymores;

you've got about 30 seconds to plant this batch before your enemies start coming. Place them along the fence line – you want to kill as many enemies as possible before they get close.

If you're feeling bold, position yourself to the northeast, where the fence meets the corner of the swimming centre. This will cut off a spawn point and give you a good field of fire onto the first wave of troops. Be prepared to move, however, if things get too hot.

**Laptop: This can be a little tricky. You need to completely eliminate the first wave of attackers before the second wave arrives in helicopters. Taking up a forward position can help, but however you do it, you must kill them all. If you do, a door will open up on a building around the corner on the southeast side of the map. There is a laptop at the end of the corridor.**

Once you've dealt with the first batch, there will be a lull before three choppers arrive and drop squads of troops, backed by another wave of infantry on the ground. You simply have to stay alive here; you'll also notice a distance meter for your rescue chopper, which will steadily count down slowly as it approaches.

Stay mobile and don't zoom in all the time; switch to an automatic weapon and sweep the field to make sure nobody is sneaking up on you. The Russians will come over the base of the ferris wheel and across the bumper car ride, so keep an eye out for them.

The top of the ferris wheel and the ticket booth in front of it are both decent shooting locations; you might want to put some claymores in place to guard the steps if you decide to take up position on the wheel itself.

Eventually the chopper will arrive; grab Capt. MacMillan and make a dash for it. Once you're aboard it lifts off.

**4 Weathering the Storm** Back in the present, and it's time to get out of Russia. Head down the hill towards the church, stopping to place claymores at the corners and other natural cover points (so that when you retreat towards your evac zone, the Russians will run into them). Climb up into the church's bell tower and lay waste to the troops as they approach. Use the RPGs up, then switch to your machine gun or sniper rifle.

When Capt. Price gives the order to retreat, head back to the crashed helicopter. Go inside and man the minigun. Again, lay waste to the Russians until Capt. Price gives the order to retreat. Go into the house and grab one of the detonators; indicators will come up to show you where its mines are, so wait until the area is full of Russians, and detonate. Repeat this three times, then fall back to the farm.

Go inside the barn and grab the Javelin, then head outside and



# HELP

knock out the four tanks. Once they're destroyed, go back and grab your weapon, then rejoin the fight.

There are too many Russians near the farm; you now have to fight your way back down the hill. Use your airstrikes to help clear a path, stay mobile and don't forget to use your grenades. When you get to the LZ you'll need to survive for a little while longer (make sure you use up any airstrikes you may have left), then board the chopper for evac.

**5 Sins of the Father** Move forward through the junkyard and climb the dumpster; take the two guards in the tower out when Capt. Price gives the order. Help your team storm the diner. **Laptop: Hurry to get inside the diner; there's a laptop on a table to your left as you enter but you have to get to it before Capt. Price enters and the mission time advances two hours.**

You'll now be in the guard tower with Sgt. Griggs. Swap your pistol for the G36K; it'll come in handy later on. When the convoy arrives, open fire.

Zakhaev's son escapes your ambush, so you need to chase him on

and it's a race against time to stop Zakhaev's mad plan from coming to fruition. These are joint SAS/USMC missions but you'll be playing as Soap for their entirety.

**1 Ultimatum** Move with your squad through the forest. Eliminate the patrolling guards and move up to the houses. Griggs is in the second building you check, diagonally opposite from the first. Be careful as you cross the ground between the two; there are guards patrolling and they're best taken out quietly.

Once you've freed Sgt. Griggs, move with the squad to the electricity pylons. Take cover as the helicopters fly over, then plant the charges and when Capt. Price gives the order, detonate them. Then head towards the old base.

As you climb through the wall, you'll see some weapons laid out; grab whatever you like; you're about to face some tough combat. If you like sniping, lie down on the floor of the building, back a little way from the mostly-closed roller door. Or take a shotgun or machine gun and get in the enemy's face, whatever you prefer. Watch out for Russians with RPGs on the rooftops. A second wave will arrive by helicopter;



■ "Die... SOMETHING!! Oh Johnson, who we killing again?"

foot down into the village. Beware the junkyard dog! He will bite as advertised. Move down the road and follow your target down the alleyway.

**Laptop: When you come to a dumpster and a green car, take a right. Follow the alleyway around the corner (and take out the Russians). Go up the stairs and throw a grenade through the door, and clean out the room. A laptop is inside.**

Stay on Zakhaev junior's tail, following him up some stairs and into a carpark outside an apartment building. Wait for your air support, then storm the building. Pick up a shotgun if you can, for some close combat goodness and clear the building out room-to-room. You'll come across another machine gun nest and again, all you need do is wait for your friendly helicopter to deal with it. Then continue on to the roof and approach Zakhaev's son to end the mission. Great success!

## ACT III

Things have now come to a head,



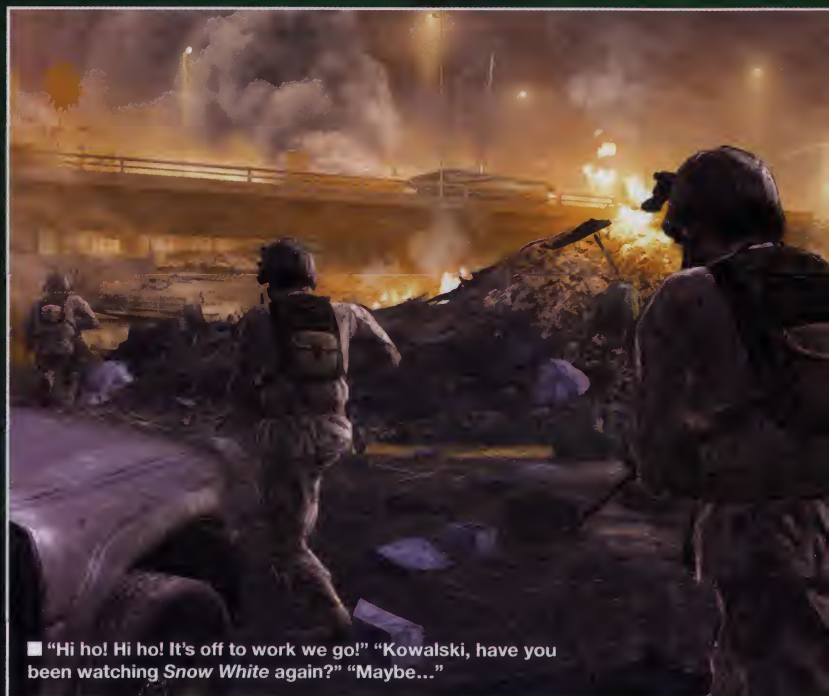
■ "Get to my chopper!" (awkward silence) "I mean THE chopper!"

hit them with grenades as they come down the ropes, then finish them off.

**Laptop: In the back room of the building opposite your entry point (where lots of Russians were holed up) you'll find a laptop.**

You'll now have to make your way through several waves of Russian troops. Use cover and grenades and push steadily forward. When they've all been cleared out (the troops who arrive in the two trucks are the last group), head down the road and rendezvous with the US sniper team.

**2 All In** Follow your squad's advance into the base. There are lots of Russian troops but the real threat is the BMP. Throw a smoke grenade then charge up and place your C4. Get back, then detonate. Fight your way to the gates and watch out for the machinegun nest on the first floor of one of the buildings to your right – troops will keep on coming up to fire it, so keep on shooting. When these troops are thoroughly dealt with, the gates will be blown.



■ "Hi ho! Hi ho! It's off to work we go!" "Kowalski, have you been watching Snow White again?" "Maybe..."





**Laptop:** Behind the building on the right (the one that had the machine gun nest), around the corner and behind a shipping container, is another laptop. So pick it up people!

You'll be facing two more BMPs so you might want to grab some RPGs to do a little industrial-strength can-opening. There's one directly in front of the gates and another along the wall to the right (it's quite a way down – in front of the roller doors).

Use these (or a more daring combination of smoke and C4) to take out the BMP quickly and efficiently. Then clear out all those nasty Russians and get ready for the next BMP. Eliminate it and follow your squad down into the base before the enemy choppers arrive.

**Laptop:** At the far end of the base (in the northeast corner) is a hangar (there's a missile tank parked just past it). There's a laptop on the floor halfway along the wall. Just left there for anyone to steal: steal it!

### 3 War Room

This mission is timed (you have 15 minutes) so don't let yourself get pinned down. Make sure you have the right weapons – this is no place for a Dragunov/RPG combo. Go with automatic weapons and/or a shotgun for close encounters.

Crawl through the ducts and drop down into the bathroom. Exit and head left. Fight your way down this corridor, past the bend and down the next.

**Laptop:** In the second corridor, the first room on the left has a laptop (there's a rotating red light on the ceiling outside the door). The lights are not on so you may want to switch to night vision; the laptop is sitting at the end of the long table.

Go down the stairs and keep pushing forward. These downstairs corridors are tough, so again, make use of your grenades and don't let yourself get surrounded.

When you get to the war room, you'll need to blow a hole in the wall; place a charge and detonate. A short

gunfight will ensue. Go to the terminal, enter the codes and save the day!

**Laptop:** On the far side of the room (opposite to your entry point) there's a meeting room with a long table. On this table is the final laptop. Well done! The cheats menu will now be available to you – enjoy.

Now you have to leave, quickly. Head back upstairs, into the lift and make your way to the motor pool. There's some resistance along the way – but not too much.

### 4 Game Over

This mission is a bit of a shooting gallery, and quite a bit of fun. Fire short, controlled bursts at the soldiers in the trucks as they pull close. When the chopper attacks, you can't shoot it down with the RPGs.

Eventually you'll end up on a firefight on the bridge. Stay close to cover and use any grenades you have left. You'll get one final chance to take care of Zakhaev – just make sure to put his guards out of action too.

## EPILOGUE

Bravo Six's mission is over, but 'Soap' is still an active member of the SAS. Once you've finished the game, this mission will become available on the 'Mission Select' screen.

### Mile High Club

Sadly this does not involve some sexy timing, Ralph Fiennes style. In a complete reversal of the hippy manifesto you make war instead of love. Guttled. You have to move fast in this mission – there's a timer, and it's ticking damn fast. First off, pick up a P90 (it has a bigger magazine) if you can and make good use of your melee attack. Keep moving forward and reload between areas. You'll also find some flashbangs; use these as soon as you can.

When you get to the double doors, you'll enter another timed sequence. Shoot the terrorist (you HAVE to get a headshot if you're on veteran difficulty). Your squadmates will grab the VIP, so all that remains for you is to jump out. Congratulations!



Codes, hints, tips, unlockables and more!

# CHEATS

Get the winning edge  
with *OPS'* tricky cheats

## PS3

### LEGO STAR WARS

#### Unlock Characters and Extras

Go to the bar in the Mos Eisley Cantina. In the Code section enter the codes below.

**Note:** This only unlocks the character or extra – it must still be purchased with the appropriate number of studs/points.

#### Password

**HHY697**

Boss Nass

#### QRN714

Captain Tarpals

#### BRJ437

Disguise

#### AAB123

Droid Tri-Fighter

#### CLZ738

Force Grapple

#### PMN576

General Greivous

#### GIJ989

IG88

#### HUT845

Imperial Shuttle

#### KLJ897

Jango Fett

#### EVILR2

R2-Q5 Droid

#### NBN431

Stormtrooper

#### INT729

Tie Interceptor

#### BDC866

Vulture Droid



## PS2

### NFS PROSTREET

#### CODES

Go to the enter codes section of the menu and enter...

#### 1MA9X99

\$2,000

#### 1Mi9K7E1

\$10000 CASH

#### REGGAME

\$10000 CASH

#### W2iOLLO1

\$4000 CASH

#### SAFETYNET

Five repair tokens

#### L1iS97A1

\$8,000 cash

#### CASTROLSYNTEC

Castrol Syntec Vinyl

#### WORLDSLONGESTLASTING

Dodge Viper SRT10 in garage

#### CASHMONEY

Extra \$10,000

#### ENERGIZERLITHIUM

Receive bonus vinyl sticker

#### ZEROZEROZERO

Receive Coke Zero Golf GTI in Career Mode

#### MITSUBISHIGOFAR

Receive Mitsubishi Lancer Evolution in Career Mode

## GAMER OF THE MONTH

### Ratchet & Clank Future

This was madness. A flippant comment in a previous issue resulted in an absolute crapstorm of emails, with accompanying pics of *Ratchet & Clank*. What the hell is this, we cried in unison? Then we remembered: we invited you to take pics of the secret superweapon RYNO IV in action. Thanks to all who participated (deep breath): Aaron Slight, Pamela Cooke, Jon Barrett, Chaz Newman, Bowie Owens, Chris Broome, Travis Coote, Paul Thorley. The winner, however, is Alex Ruddle. Congrats, we'll be in touch!



## WTF?

### Assassin's Creed

It's not a cheat as such, but we came across this pic whilst doing research/slacking off. Now, we've done our fair share of killing, you best believe that suckas, but we've never seen a display of death quite as explicit as this. Look at the carnage! Feast upon the insane scale of blood unfettered destruction. We were impressed. Think you can beat it? Well, send in yer pics chappies! We love looking at piles of corpses, so indulge us.



## PSP

### STAR WARS BATTLEFRONT: RENEGADE SQUADRON

#### Medals

Achieve these objectives in single-player and multiplayer.

#### Conqueror Supreme

Win in every map

#### Conqueror (bronze)

Win five battles

#### Conqueror (gold)

Win 30 battles

#### Conqueror (silver)

Win 15 battles

#### Endor Day Hero

Play an Infrastructure game on 4th July and win

#### Flag Carrier (bronze)

Capture five flags

#### Flag Carrier (gold)

Capture 30 flags

#### Flag Carrier (silver)

Capture 15 flags

#### Galactic Overlord

Win the conquest mode

#### Hero Vanquisher

Kill 10 heroes

#### Jedi Master (bronze)

Get 25 kills as a hero

#### Jedi Master (gold)

Get 150 kills as a hero

#### Jedi Master (silver)

Get 75 kills as a hero

#### Multiplayer Maverick (bronze)

Reach 50 kills online

#### Multiplayer Maverick (gold)

Reach 300 kills online

#### Multiplayer Maverick (silver)

Reach 150 kills online

#### Renegade Leader

Complete the campaign to become leader

#### Rogue Squadron Leader (bronze)

Destroy 10 starfighters



# DEMOS

All the goods on  
Australia's only free  
Blu-ray demo disc



## WELCOME KIDDIES!

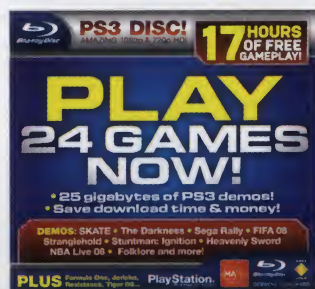
**W**ord to your mother, this is the biggest PlayStation 3 demo disc of all time. Yep, I know we've said it before, since we pretty much say it every time we release a new one, but this time we really mean it, man!

Yes! We've heard your moans, and endured your groans regarding the Blu-ray disc; this amalgamation of rage and injustice has manifested itself into a disc of ponderous dimensions – featuring TWENTY FOUR DEMOS BABY!

Whether these demos are available on the store or not, is of little consequence, since you'd need a bandwidth of biblical/Bill Gates proportions to download the demos in question, not to mention the hard drive space you'd suck up.

So happy playing punters, have yourself a time... tell them daddy sent ya.

Hugs and Kisses,  
**Mark Serrels**



### YOUR DISC

Official PlayStation Magazine brings you something no other magazine can – playable demos. Our playable Blu-ray disc will enable you to try the very latest PS3 games before you buy, often weeks before release. Why risk your hard-earned cash on a \$120 game when you can try it on our cover-mounted disc? From *MotorStorm* and *Resistance* to *Ninja Gaiden Sigma* and *SKATE*, we'll always feature playable demos of the PS3 games that matter. Throw in top quality video footage of the hits of the future and our Blu-ray disc is the best bandwidth-saving bargain on the shelves.

### DISC PROBLEMS?

If your disc isn't working properly, simply send it back to this address for a replacement.  
Demo Disc Returns  
Official PlayStation Magazine  
P.O. Box 1037, Bondi Junction  
NSW 1355

## Playable demos

Where to start...

### SKATE

You know our feelings on this overlooked masterpiece. We gave it sports game of the year for good reason: it's the dog's bollocks. This demo is the perfect introduction to the game and its unique control system, since it's actually based off the tutorial featured at the beginning of the game. Learn the basics of this game, and then buy it!



### Stuntman: Ignition

If you like driving like a maniac through burning buildings, but would also like to keep your driving license and, if possible, your life, then this is for you. The level structure is perfectly suited to short bursts of addictive play, giving it that 'one more go' feel that many will adore. This the perfect chance to sample its 'stuntery' wares.



### Sega Rally

Nostalgia – it's a powerful thing. It's the reason why your dad still finds Paul Hogan funny, the reason why The Rolling Stones can charge over \$1000 for a ticket and the reason why we have to suffer endless Hollywood remakes of movies that were trash in the first place. *Sega Rally* may play on this notion of nostalgia, but that doesn't mean the game doesn't rule.



### The Darkness

*Darkness*, as a rule, is pretty scary, but imagine if every time you went into a shadowy room you became a powerful demon, with the ability to summon beasties from the pits of hell, turn into a long snake that devours the hearts of its victims, and um... become slightly invulnerable to bullets. Well guess what kids, we've just described the plot of *The Darkness*. Enjoy!



### The Rest...

Pfft – where to begin... playable demos of *Jericho*, *Stranglehold*, *Bladestorm: The Hundred Years' War*, *Folklore*, *NBA LIVE 08*, *Ninja Gaiden Sigma*, *Tom Clancy's Ghost Recon Advanced Warfighter 2*... the list just goes on and on.



# DATABASE

All the games that matter on PS3!

## FUTURE WATCH

The PS3 games to grab in the coming months

### GHOSTBUSTERS THE VIDEO GAME

Release: 2008

Egon, Venkman, Ray, and the gang return, and via the magic power of technology, are *not* old and saggy, like in real life. If only they could do the same thing for Harrison Ford in the new Indiana Jones movie

### LITTLEBIGPLANET

Release: Early 2008

A new demo managed to whet our appetite for things of the little/big variety. Despite failing to show any gameplay, it looked 'maightay purty' and made our wives squeal far better than we ever have in the last two years. Bravo *LittleBigPlanet*... bravo.

### METAL GEAR SOLID 4

Release: June 2008

Oh man, are we over writing 'Future Watch' blurbs about *Metal Gear Solid 4*. If you don't know the significance of this game then we hate you. Understand? Capiche? Entiende? Wakkata? Verstande? Okay, that's all the languages we know how to say 'understand' in.

### STAR WARS: THE FORCE UNLEASHED

Release: TBA 2008

*Star Wars* games have undoubtedly had their ups and downs. We're hoping this game will help push this legendary franchise heading in the correct direction: all the way up to the stars, baby. With a cool new destruction engine and an intriguing storyline, our hopes are (unrealistically) high for this one...

## PS3 TOP 20

1



### ASSASSIN'S CREED

A landmark in gaming history. Nothing short of awe-inspiring. The missions are samey, but navigating open-worlds will never be the same. The biggest leap since *GTAIII*.

10

2



### UNCHARTED: DRAKE'S FORTUNE

The best PlayStation exclusive on the market and the best looking console game to date. Frankly, *Uncharted* rocks up to the party and just plain owns everything...

10

3



### CALL OF DUTY 4

Relentlessly exciting. Includes a dizzying variety of combat scenarios and stacks of bleeding-edge military hardware. You'd have to be insane, or a girly-man, to miss it.

10

4



### MOTORSTORM

Fast, hard, dirty and utterly exhilarating. *MotorStorm* is essential for everyone's PS3. Not even the lack of split-screen can detract from this fantastic racer.

10

5



### RESISTANCE: FALL OF MAN

The perfect launch title for PS3, and possibly the best console FPS ever made. The massive 40-player online deathmatches are more fun than you can imagine.

10

6



### THE ELDER SCROLLS IV: OBLIVION

One of the deepest adventures we've ever laid eyes on. Simply put - awesome. This is arguably the only RPG you'll need for some time to come.

10

7



### SKATE

A groundbreaking title that resets the bar for sports games in general. It kickflips *Tony Hawk's* to the curb with its simple approach. Irresistibly addictive and downright essential.

09

8



### WARHAWK

There is no better multiplayer game on PS3 right now. Tighter than a bull's arse on fight night and smoother than a glass of Guinness, it's a superior piece of software.

09

9



### HEAVENLY SWORD

*Heavenly Sword* is one of the best games we've seen in ages. A beautiful, yet deep, masterpiece and an awesomely enjoyable ride, albeit a rather short one.

09

10



### GUITAR HERO III

Captures everything perfect about *Guitar Hero* with the best tracklist yet, but very nearly spoiled it all with the ridiculous new *Battle Mode*.

09

11



### COLIN MCRAE DIRT

*Colin McRae DIRT* is an ambitious, accessible racer with a surprising amount of depth. The best rally sim ever? You better believe it. Rest in peace big guy.

09

12



### THE DARKNESS

Tentacles and guns - the perfect combination. Stunning, original and gory as hell. You'd have to be dim to miss *The Darkness*.

10

13



### STUNTMAN: IGNITION

The vehicular equivalent of a 10-hour-long orgasm. Gentlemen, start your boners. *Stuntman: Ignition* succeeds in upending the original in every way.

09

14



### RATCHET & CLANK FUTURE: TOOLS OF DESTRUCTION

The biggest, wildest, most interesting, varied and downright gool ol' fashioned fun adventure these two have been part of.

09

15



### THE ORANGE BOX

A stellar package; ripe, in season and packed full of vitamin value. If there isn't one title here that does it for you your gaming license is null and void.

09

16



### TOM CLANCY'S RAINBOW SIX VEGAS

This Vegas adventure is definitely worth a look. A slick, gorgeous, accessible and utterly entertaining tactical shooter.

08

17



### TOM CLANCY'S SPLINTER CELL DOUBLE AGENT

Obsessive and gripping both online and off, *Splinter Cell Double Agent* will gobble you up. Obtain.

08

18



### NINJA GAIDEN SIGMA

*Ninja Gaiden Sigma* is a treasure trove of gaming goodness. Dig it up now. It's tougher than a coffin nail. Not even Chuck Norris can beat this sucker.

08

19



### FIGHT NIGHT ROUND 3

Still one of the best two-player games around, with visuals that will knock the wind (and most of the teeth) out of you. Great online too.

08

20



### SINGSTAR

The first real series evolution, *SingStar* will rule Friday nights for the foreseeable future. With downloadable tracks it's truly a game that'll last as long as the PS3 does.

08



# PS3

## ARMORED CORE 4

7

A far better alternative to *Mobile Suit Gundam*.

## BEOWULF

6

Has the dubious honour of ticking every game cliché.

## BLADESTORM: THE HUNDRED YEARS' WAR

6

A solid mix of genres wrapped in an intriguing tale.

## BLAZING ANGELS: SQUADRONS OF WWII

7

It's not without its flaws, but you could do a lot worse.

## BLAZING ANGELS II: SECRET MISSIONS OF WWII

6

Not quite the ace of aces at this stage.

## CALL OF DUTY 3

7

A solid but surprisingly unspectacular shooter.

## CLIVE BARKER'S JERICHO

4

Sick and twisted but not enough variety.

## CONAN

7

A bulldog of bloodletting, savage adventure and boobies.

## DEF JAM: ICON

8

Somehow it's won its way into our hearts. Stupid fun.

## ENCHANTED ARMS

8

The first proper Japanese RPG for the PS3 – quirky.

## THE EYE OF JUDGEMENT

5

Impressive tech, but it's still a \$160 card game.

## FANTASTIC FOUR: RISE OF THE SILVER SURFER

7

Slick and fun, if only it was about EIGHT TIMES LONGER.

## F.E.A.R.

8

A chilling ride but the graphics are a bit of a shocker.

## FIFA 08

8

Finally puts *FIFA* on level terms with *Pro Evolution*.

## FOLKLORE

8

Great graphics, memorable characters. A sweet surprise.

## FORMULA ONE CHAMPIONSHIP EDITION

9

Looks great and plays great. F1 fans, you've been called.

## FULL AUTO 2: BATTLELINES

7

Brims with potential but fails to live up to it.

## GENJI: DAYS OF THE BLADE

5

Plodding gameplay that belongs on the Atari 2600.

## THE GODFATHER: THE DON'S EDITION

6

Fine, but do yourself a favour and get the PS2 version.

## HARRY POTTER & THE ORDER OF THE PHOENIX

6

Decent, but its chore-like structure will bore most.

## JUICED 2: HOT IMPORT NIGHTS

7

A top bit of racing fluff, although it's all a tad generic.

## KANE & LYNCH: DEAD MEN

6

One part *Hitman*, one part Michael Mann; mostly a let down.

## LAIR

5

A massive let-down. It feels rushed and unfinished.

## MADDEN NFL 08

7

Some great improvements and plenty of modes.

## MARVEL: ULTIMATE ALLIANCE

9

Great co-op and an exhaustive list of Marvel's greatest.



### CAPTAIN PRICE

When your sidekick is a gruff SAS veteran you know you on a good thing. He also has a killer handlebar moustache, so much props for that.



### DAXTER

Furry and (relatively) fearless, Daxter is a loyal, if loud-mouthed sidekick. We also like how he drops mild curse words in kids games.



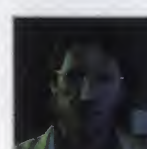
### ELENA FISHER

The spunky arm-candy of *Uncharted* is handy with a pistol and looks great wet. Has a real girl-next-door, B-cup, bed-hair allure. We like that.



### CLANK

Who *doesn't* want a robot sidekick? We mean, seriously. You'd rule the school. Cooking, moving pianos – robots can do it all!



### OTACON

The nerd sidekick. Useful when the situation calls for nerd-knowledge, but they are prone to pissing themselves under stress.

## MEDAL OF HONOR AIRBORNE

6

A dinosaur of an FPS – wait for *Brothers in Arms* instead.

## MOBILE SUIT GUNDAM: TARGET IN SIGHT

3

A rubber godzilla of a title. What a pipe blocker!

## NASCAR 08

6

A tough sim, but light on options. V8 Supercars > NASCAR.

## NBA 2K8

8

Not as pretty as *LIVE* but has more depth.

## NBA LIVE 08

8

Best of its kind. B-ball devotees will adore it, guaranteed.

## NBA STREET HOMECOURT

8

The brashest, most addictive arcade basketball game yet.

## NEED FOR SPEED CARBON

8

The last *NFS* street racer before the series went legit.

## NEED FOR SPEED PROSTREET

8

Great smoke, but more depth would've been nice.

## NHL 2K7

8

A snappy, good looking hockey game.

## PIRATES OF THE CARIBBEAN: AT WORLD'S END

6

A very shallow slash 'em up. Ye be warned.

## PRO EVOLUTION SOCCER 2008

8

Still the best soccer in the biz, but the graphics are dire.

## RATATOUILLE

4

As forgettable as the last animated-movie-cum-game.

## RIDGE RACER 7

9

Sexy, gravity defying – like Jessica Alba bungee jumping.

## SEGA RALLY

7

Not so much a revolution as one hell of a renovation.

## SONIC THE HEDGEHOG

4

Mostly terrible. Avoid at all costs.

## STRANGLEHOLD

7

*Max Payne* inspired action, plenty of frantic fun.

## TIMESHIFT

6

A solid time-bender that doesn't quite reach 88mph.

## TOM CLANCY'S GHOST RECON: AW2

8

A tense, realistic shooter, but *Rainbow Six Vegas* is better.

## TONY HAWK'S PROJECT 8

7

Seriously, buy *SKATE*. We're begging you.

## TONY HAWK'S PROVING GROUND

6

Struggles to escape the shadow of *SKATE*.

## TRANSFORMERS: THE GAME

6

Worth a nostalgic one-night-stand, but that's it.

## UNTOLD LEGENDS: DARK KINGDOM

5

Stick to *Oblivion* – no ballads will be sung of this.

## VIRTUA FIGHTER 5

8

As hardcore as fighting games get.

## VIRTUA TENNIS 3

8

Some of the best fun four people can have on one PS3.

## WWE SMACKDOWN VS. RAW 2008

7

A solid entry. A few new additions but still plays the same.

# MAGIC MOMENTS

Great moments in PlayStation history remembered!



**THE GAME:** Soul Blade

**THE CONSOLE:** PlayStation

**THE YEAR:** 1996

**THE MOMENT:** Ordinarily an intro movie is like your girlfriend's lingerie: it grabs your attention and causes excessive drooling – but ultimately it's a pointless time waster that's just another frustrating barrier between you and the good stuff.

For the longest of times we fully agreed with the above statement; especially during the era of PSX, where you couldn't safely boot a game up without copping a face full of FMV with Z-grade actors haplessly pretending to interact with blue screens.

However this intense dislike of all things un-interactive was torn asunder when we sampled a game called *Soul Blade*. Because it was created by Namco, a company who was garnering a reputation for its impressive game introductions, we opted to ignore our start button itch, and let the intro movie roll – and what a life changing decision that was.

"Transcending history and the world, a tale of soul and swords eternally retold" – came the narrator's lofty proclamation, and then all of sudden our television/brain exploded with a CGI cavalcade of some of the finest visuals yet witnessed at that time. Demon pirates flying through the air, life-like warriors locked in mortal combat, twirling swords and nunchucks at each other, castles exploding – a female ninja with perceptible boob physics(!); this was no mere intro – it was a shot of digital sugar mainlined directly into our awaiting eyeballs.

Also accompanying this dizzy display of CGI wizardry was a thumping J-pop tune which, while admittedly having vague Engrish lyrics about a burning need to "Shine ON!" still gives us warm shivers when we hear it on YouTube ten years later.

Truly a magical moment for any and all who witnessed it; and we can distinctly recall murmuring to ourselves, "Duuuude, actual game graphics will NEVER get this good" – and look at what we're playing now. Best... Intro... Ever...



NEXT

# grand theft auto IV

WORLD'S FIRST playtest with the near final game!

Read it here next month!



- *Gran Turismo 5 Prologue* hands-on!
- PlayStation 3 first birthday special!
- Exclusive hands-on with the new *Bourne* game!

PlayStation®  
Official Magazine - Australia

**ON SALE 20 FEBRUARY**

AUSTRALIA'S BEST VIDEOGAMES MAG!

\*Contents subject to change.





**TONES  
WALLPAPERS  
AND MORE  
in our mobile club**

To download any of our Wallpapers, tones, & vids txt the...

**ITEMCODE to 19 44 00 eg.PA59243**

Join Mobile Mayhem Club for \$8 per week. (All items require a WAP enabled handset)

**celeb shockers**



**Babes**



**HOT  
DATES**

**MEET LOCAL SINGLE GIRLS  
4 FREE!!  
WITH PHOTOS!  
text RUDE to 191110**

**Fantasy Vids**



**NAKED  
CELEBRITY  
CLUB**



**TEXTFAMETO194400**

**Mobile Java Games**



**playON**

**New Tunes!**

RING TONES	FULL LENGTH	ARTIST / TITLE
PA43994	PA47089	Timbaland feat Republic - Apologize
PA44111	PA47151	Fergie - Clumsy
PA43539	PA46994	Timbaland feat. Keri Hilson - The Way I Are
PA44084	PA47100	Santana feat. Chad Kroeger - Into The Night
PA43996	PA47102	Alicia Keys - No One
---	PA46981	Plain White T's - Hey There Delilah
PA44062	---	The Veronicas - Hook Me Up
PA44068	PA47096	Kylie Minogue - 2 Hearts
PA43960	PA47088	Matchbox Twenty - How Far We've Come
PA43988	PA47095	Mika - Happy Ending
PA44226	---	The Pottelleez - Dont Hold Back
PA44041	PA47098	Delta Goodrem - In This Life
PA43590	PA47036	Sean Kingston - Beautiful Girls
PA43813	PA47016	Kanye West - Stronger
PA43978	PA47082	Britney Spears - Gimme More
PA44244	---	Herbie - Hiro Nakamura - Save The Cheerleader
PA43953	---	Celebrity Version - Merry Christmas Everyone 1
PA43999	---	Optimus Prime - Autobots Transform And Roll Out
PA43470	---	Funkypop - Loser Alert
PA43471	---	What You Like? (Catherine Tate)
---	---	Yoda - Ringing Your Phone In

**RINGTONES, POLYS,  
DEFTONES, MOVIE TONES AND  
MORE FOR YOUR MOBILE**

**JUST TEXT  
MAYHEM TO 194400**

Leisure Suit Larry & Larry Suit Bikini - Copyright © 2005 Wonderphone © 2005 Sierra Entertainment, Inc. Published by Vivendi Games Mobile. MTV Pump My Ride (c) Infospace Inc. - www.infospacegames.com/mtv. © 2005 IQ Interactive A/S. Developed by Morpheme Wireless Ltd. Published by Exdos. TROPIC: (c) 2005-2006 Robot Super Brain LLC. Tropic copyright and related trademarks are the property of Robot Super Brain LLC. LMA: (c) 2006 The Codemasters Software Company Limited "Codemasters". All rights reserved. "Codemasters" is a registered trademark of Codemasters. "LMA Manager" (tm) 2007 is a trademark of Codemasters. All other copyright or trademarks appearing in the game are the property of their respective owners.

Mobile Mayhem! is a subscription club offering pics, ringtones, animations & more for just \$8 per week until you send STOP to 19 44 00. PlayOn ringtones tones are not recorded by original artist and no representation is made to this effect. BLING! Mobile Java Games cost \$12 per week. Customers will also incur normal operator SMS & browsing charges. \*Naked Celebrity is a subscription service charged at just \$8 p/w. \*\*Sex Dates. Registration and first match free, thereafter \$1.50 per message (billed in increments of \$3). Text STOP to quit. You must be over 16 to use this service. A \$8 subscription fee applies to new members. For customer support call 1300 857 633 or help@blingmob.com. BLING! is a brand of AMV Group PO Box 2952 London WC1N 3XX, UK



# TUROK



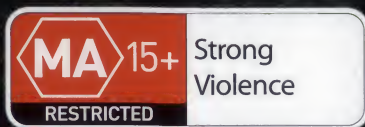
HUNTING SEASON OPENS 7.02.08

[WWW.TUROK.COM](http://WWW.TUROK.COM)



XBOX 360 LIVE

PLAYSTATION 3



© 2007 Touchstone. TUROK TM & © Classic Media, Inc., an Entertainment Rights group company. All rights reserved. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. "PlayStation", "PLAYSTATION" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online access requires broadband Internet service and a wireless access point or LAN. Certain limitations apply to Wi-Fi connectivity. User is responsible for Internet service fees. Release dates, product names, and/or visuals shown are of product currently in development and may be subject to change.

